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GamePro TV Goes Cable! See Pg. 152

GAMEPRO®

#1 VIDEO GAME MAGAZINE

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Street Fighter II

SNES Strategy Guide! Game Winning Moves for Zangief, Dhalsim, and Vega! Pg. 73

Sci-Fi Carts!

Stellar New Sci-Fi Games Rocketing Your Way. Pg. 22

TurboDuo is Here!

Plus a Preview of the Incredible Sega CD

Pro Reviews

Genesis—Alien 3 • RBI Baseball 4 Predator 2 **SNES**—Universal Soldier Death Valley Rally • WarpSpeed Felix the Cat • Contra Force **NES**—Spider-Man: Return of the Sinister Six **Game Boy**—Bionic Commando Double Dragon III • Dr. Franken **Game Gear**—Smash TV Sonic The Hedgehog 2 & More!

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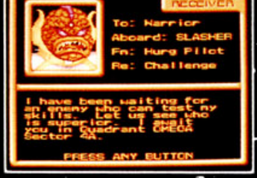

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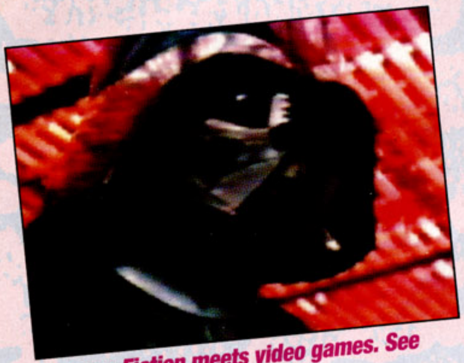

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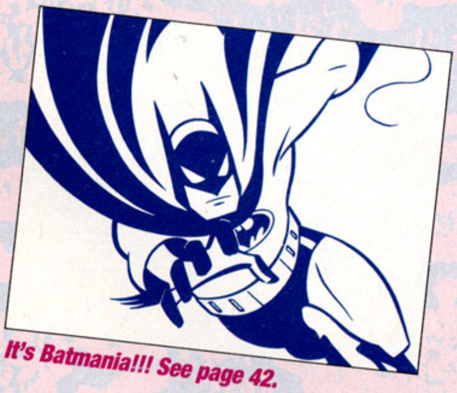

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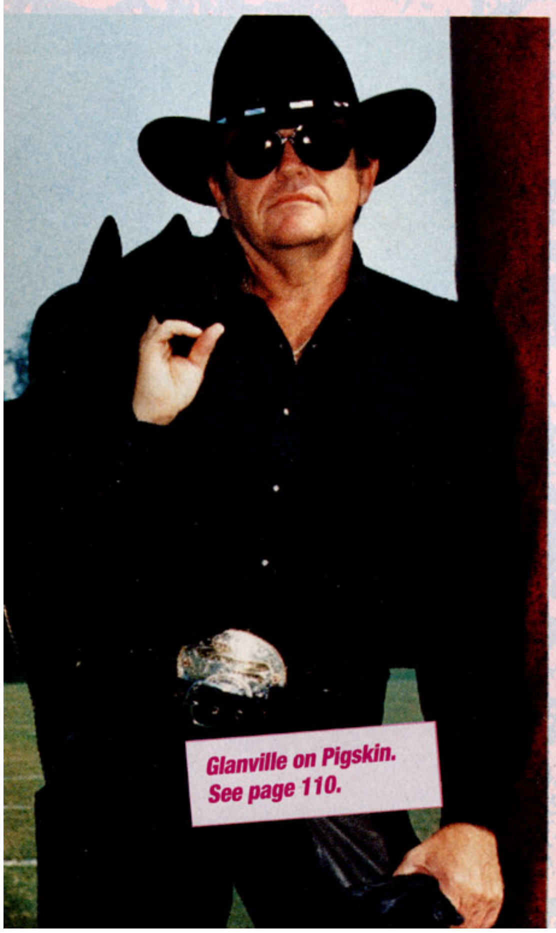

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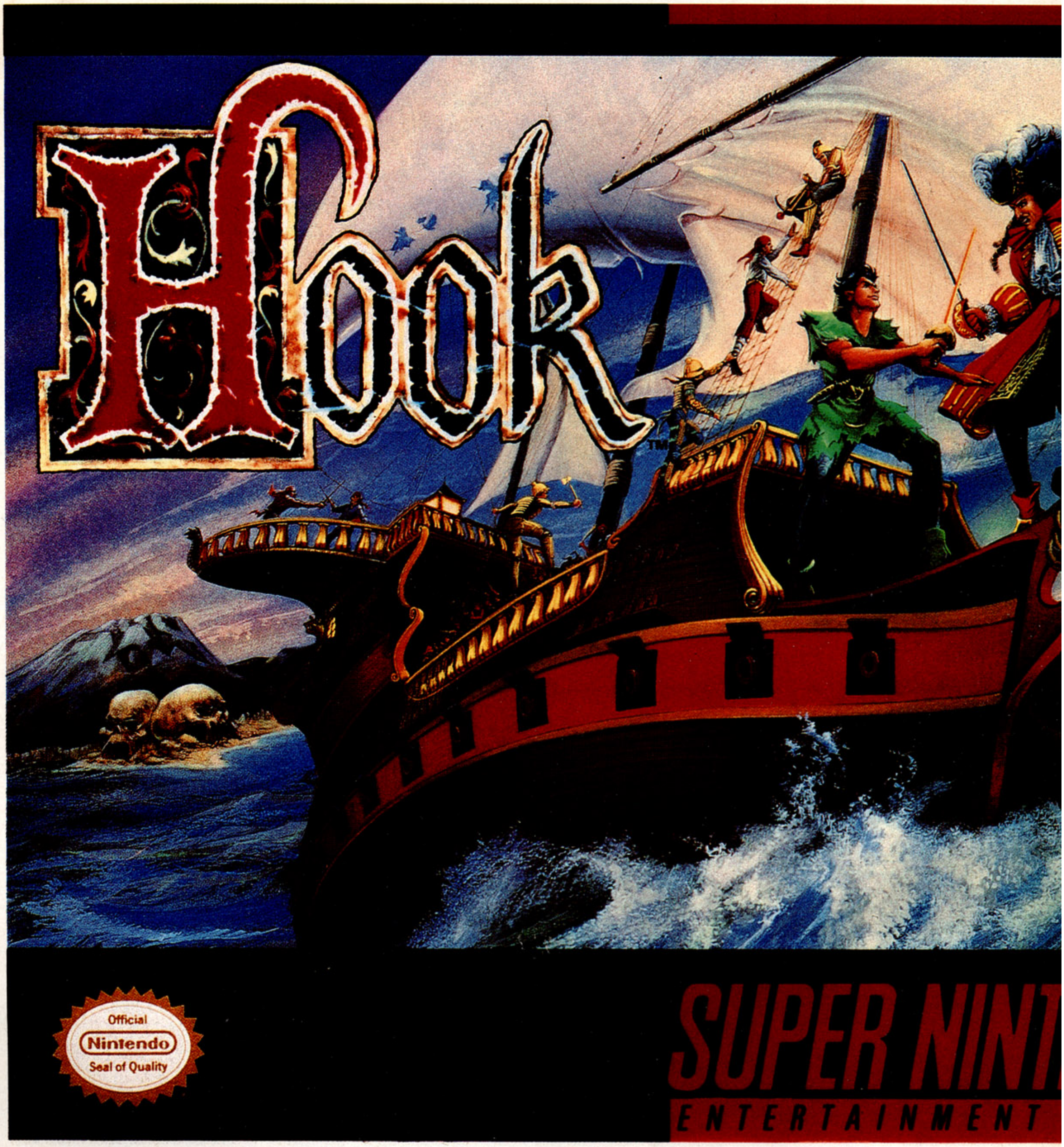
Special Feature: Street Fighter II SNES Strategy Guide

Part 2: Zangief, Dhalsim, and Vega make their moves.

Check out our super strategy guide for Street Fighter II for the SNES, beginning on page 73.

FREE Bonus Section!
Street Fighter II
Strategy Guide
#2 of four
Dhalsim · Zangief · Vega
16 pages of game-winning shots, blocks and combos!
Zangief
Zangief
Vital Statistics
Date of Birth: June 1, 1956
Height: 7 ft.
Weight: 256 lbs.
Blood Type: A
Home Land: U.S.S.R.
Martial Art: Sambo
Likes: Bear Wrestling
Dislikes: Missile Attacks
Quote
"Next time we meet, I'm gonna break your arms!"
Key to Commands
Punches
Kicks

Born to be a bruiser, Zangief trained for the Street Fighter competition by grappling with grizzly bears in the snow-covered Siberian mountains. Now battle-scarred but wiser, he's respected as the world's foremost authority on face-planting pile drivers. Zangief strives to prove the superiority of his Russian physique by crushing all challengers in the World Warrior tournament. He's supported by a high-ranking U.S.S.R. politician in his efforts to dethrone M. Bison and capture the championship title.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— SUPER NES BUYER'S GUIDE

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— GAME PLAYERS NINTENDO GUIDE

"Hook's multilayered, smoothly scrolling visuals inspire comparisons to Super NES legends, such as Actraiser and Super Castlevania IV. The music is so good, you'll want to crack open the cart and see if there's a Compact Disc inside! Five-star game play. Hook succeeds in every way." — GAMEPRO

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All This and Street Fighter II

By The GamePros

For all you cave-dwelling game gonzos, we have just three simple words: STREET FIGHTER II!

Capcom blew our minds and beat the heck out of our bodies last year with Street Fighter II, a coin-op fighting game that shattered all expectations or fun, techniques, competition, and quarter-sucking capacity. Now SF II's hit the streets as a Super Nintendo cartridge, so we proudly present Part Two of the official SF II SNES Strategy Guide (See page 73). Just 4 U, we've taken our argument to the pavement with three more World Warrior profiles: Zangief, Dhalsim, and Vega. Next up to the punching bag are Ryu, E. Honda, and Sagat.

Combined, the original SF II and the Champion Edition have sold over 36,000 arcade units, not to mention the expected million-copy sales of the SNES version! It doesn't take a calculator to figure out how big and bad this game really is. Before it was officially released in the States, mail order stores charged up to $200 per copy for the "grey market" import version. In Japan, our overseas contacts report that a TV news crew dropped copies of SF II on a busy street intersection, then filmed the action as pedestrians fought to claim their prizes. The games were gone within three seconds.

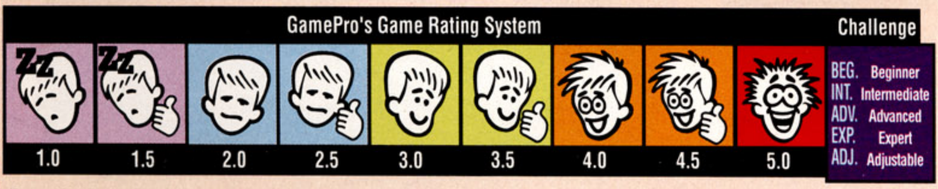
The aptly-named Pac Man phenomenon is nothing new in our young, but thriving, biz, but it's always exciting to watch. The current king of cart sales is Super Mario Brothers. 3. After release in March, 1990, the ensuing Mario madness generated an astonishing seven million units sold by year's end. Compared to the top-grossing movies of all time, SMB 3's take of $347 million ranked third behind E.T. and Star Wars.

SF II's a heat wave onto itself, but this year's overall gaming lineup is terrific, too. Blast through this issue, which focuses on games with Science Fiction themes. Take a peek into the next wave of science fiction games and television shows. Check out sizzling Pro Reviews on Contra Force, Alien 3, Harley's Humongous Adventure, and Bionic Commando for the Game Boy.

Our ever-roving reporters are still investigating tomorrow's potential firestorms today. TTI's TurboDuo makes its much anticipated debut this month, and Sega CD games are beginning to surface. Go On Location to see Accolade sharpen Bubsy's claws and Spectrum Holobyte at the development helm of Star Trek: The Next Generation. While you're stargazing, note that GAMEPRO TV's found a happy new home on the Sci-Fi channel.

Keep your fingers nimble and stay sharp, GamePros. The future looks brighter than ever!

GamePro's Game Rating System



Graphics: Judges the overall artistic quality of sprites, animation, and background scenery. **Sound:** Critiques music and sound effects. **Control:** Rates how smoothly the control pad commands and the game's interface turn you on to the onscreen action and fun. **FunFactor:** Are you gonna have a good time? **Challenge:** This is the average skill level necessary to play the game. When you can pick skill levels, we label Challenge "Adjustable." **GamePro's Game Rating System:** 5.0=Outstanding! 4.0=Great job! 3.0=Good job! 2.0=O.K. but could be better. 1.0=Wake me up when it's over!

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Volume #4; October 1992 Issue

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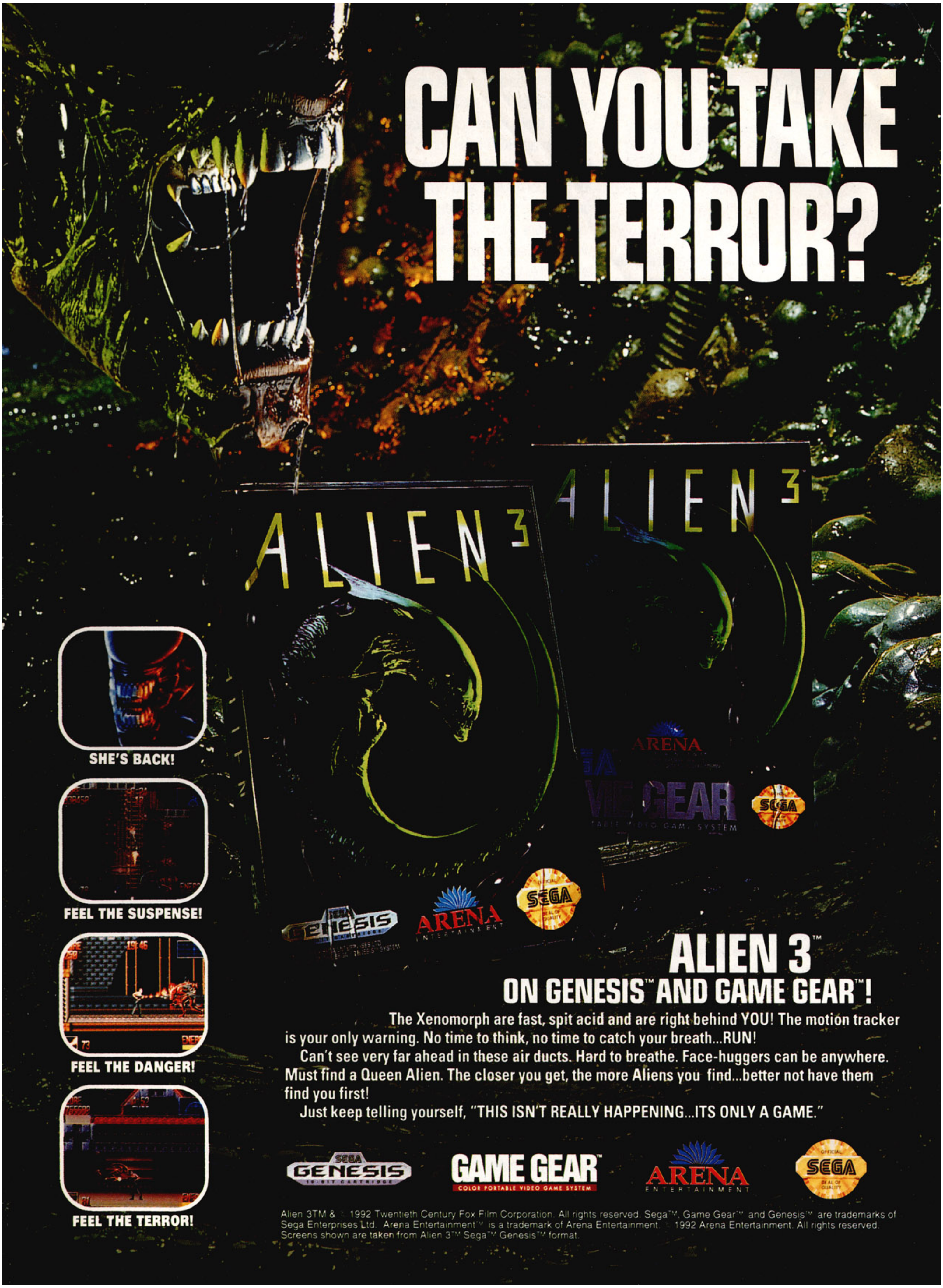
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How Many Bits Could a CD Byte if a CD Could Byte Bits?

In your July issue you mentioned that the CD-ROM game Guest for the PC may be translated for the Sega CD or the SNES CD format. You also mentioned that the two-disc game takes up 8000 megabits of memory. Who could run something that big without having a meltdown? I've got to know: how much storage can a CD hold anyway?

Shane "Panama" Thompson, Cisco, TX

(Cool your reactors, Shane, we've got some stats that may just knock the uranium out of you. Currently, CD-ROM technology allows the storage of 4,000 MegaBits (that's 500 MegaBytes) on a single disc. According to Virgin, The 7th Guest will be developed by them with the intention of Nintendo publishing the game for the new SNES-CD machine. – Ed.)

Bringing It All Back Home

I may be running into a large sum of money soon, and I would really love to buy a Street Fighter II Champion Edition arcade game. The problem is, I don't know where to shop for one. What I want to know is do arcade game makers, like Capcom, sell their games to the public, or do I have to look elsewhere to buy one?

Brian Foster, Mobile, AL

(Although they're probably not at your local shopping center, arcade game retailers do exist. To get a list of possible places to buy a game, try looking in your local Yellow Pages and check out the listings under amusement machines. Another good source is a magazine dedicated to arcade games, such as "RePlay" (RePlay Publishing, Woodland Hills, CA 818/397-3820). Look through the ads in "RePlay" to get a good idea of what the current price is for the game you want. In July, the Street Fighter II: Championship Edition Arcade cost about $3,800. If you have any money left over after buying the game, I've got this great bridge I'd like to sell ya...– Ed.)

Blue, Green, and Red All Over

I recently read an article about RGB graphics for the Sega Genesis. In the article, there were some pictures of Batman on an RGB monitor, and the graphics looked great! I have an RGB monitor for my computer, and on all of my computer games the screen will only display four colors. How can I use my monitor with the Genesis to produce more colors and better graphics?

Keith Hays, Killeen, TX

(If your monitor really is an RGB, then it will have Red, Green, and Blue inputs in the back. To hook your Genesis up to this type of monitor, you've got to create a Genesis to RGB cable, which we don't suggest unless you're a pretty accomplished electrician. If you're not sure if your monitor is capable of displaying RGB output, look in your manual under the Specifications section. If the manual mentions that the monitor has "composite synch" capabilities, then you're in business! – Ed.)

Where's the Jaguar?

I'm an avid GamePro reader and a member of Team GamePro. I wanted to know if you have any new news about the Jaguar from Atari. Has it been axed? Is it coming out soon?

Lee Slone, Palo Alto, CA

(According to reliable sources at Atari, their home game system bearing the codename Jaguar is speeding through the development cycle as scheduled. Although it's far from complete, the Jaguar promises to offer home gamers a significant leap over the current 16-bit technology by processing more bits at a time. In the best-case scenario, Atari will unleash its Jaguar on the public some time in 1993. We all look forward to that! – Ed.)

Corporate Double Speak

I'm confused! In the July issue there was a review of a game called Cyber-Cop, and after reading the article, it occured to me that the game looks exactly like another game called Corporation. Did you guys use the wrong name, or is it just me?

Duane Seehaver, Valders, WI

(Actually, we're both right...well, sort of. The game was originally called Corporation when it was made for the PC. When Virgin originally decided to convert the game to the Genesis format, the name remained. But, after a few enhancements, the game became different than its PC predecessor and namesake. So the folks at Virgin decided to change the name to Cyber-Cop, a more fitting title. – Ed.)

I Want My GPTV

I've been reading your magazine religiously, and I recently discovered your television show GamePro TV. I was really into the show. However, when I tried to watch it again the next week, it wasn't on at the same time. It keeps jumping around to different channels at different times. What's going on? I want my GPTV!

Craig Anthony Stansel, Haines City, FL

(We've got some good news for you, Craig. Starting this fall, all new episodes of the GamePro TV show will be airing on the new Sci-Fi cable channel. This means that GPTV will be aired at a uniform time across the country. So you plan your schedule around it. There'll be no more frantic channel changing for you. – Ed.)

Brit-Wit

I live in England, and I was surprised after reading a copy of GamePro. It had no classified ad section. All the English games magazines have them, and they have generated piles of money for the magazine in advertising costs. The ads have become an essential place where readers advertise to buy and sell games and consoles from other readers. I think it would be an excellent addition to GamePro. Please consider my idea.

Shawn Kelleher, London, England

(Interesting idea. Write us and tell us what you think. What's next? Personals? – Ed.)

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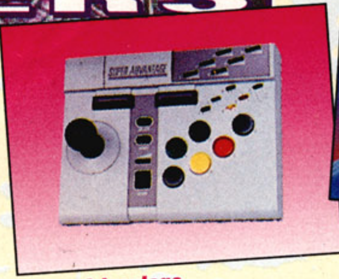
HARDWARE HELPERS

By Slasher Quan

Controllers are in hot demand this autumn, so here's a hands-on play test with Triax's Turbo-Touch 360. To tide you over 'til the next batch arrives, check out a few spy shots of sticks slated to crawl into stores in the upcoming months.



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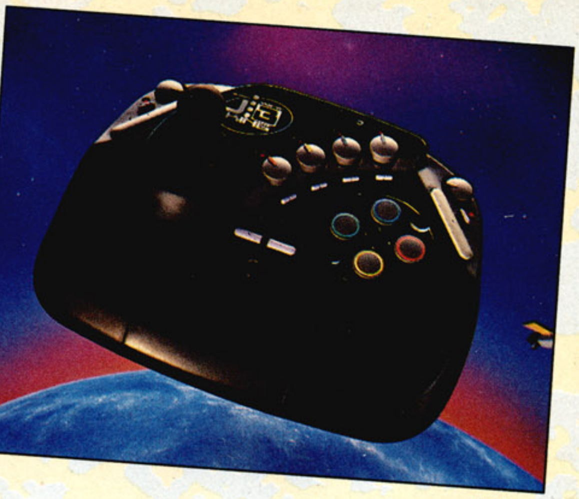


JB King.

A TOUCHY CONTROLLER

Turbo-Touch 360

Touch, don't push, the Turbo-Touch 360. The new controller by Triax Controls uses a touch-sensitive pad, which "feels" and reacts to your fingers.

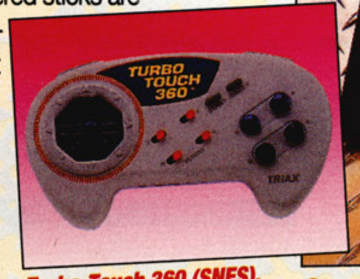
Touted by Triax as the cure to "numb thumb" blisters, the pad translates even your slightest touch into on-screen movement. The Turbo-Touch feels nice, and it's easy to slide your thumb over the flat surface. It's more responsive than a standard pad, in fact too responsive at first. If you can learn the curves, however, you'll like the easy-going game play.

The Turbo-Touch is also equipped with independent rapid-fire switches for each standard button, but it lacks adjustable speeds and slow motion. The Turbo's a good alternative to the standard pad for Nintendo, Genesis, and Super NES gamers ready to rest their weary fingers.

Turbo-Touch 360 by Triax Controls
Nintendo $25; Genesis, Super NES $35,
Available now
Product Information: (800) 858-7429

SNES STICK STAKEOUT

Super NES players looking for joystick heat are in for good news - and bad. Several high-powered sticks are in the development loop, but you'll have to sit tight 'til the manufacturers get in control and deliver the goods.



Turbo-Touch 360 (SNES).

Fighter Power Stick

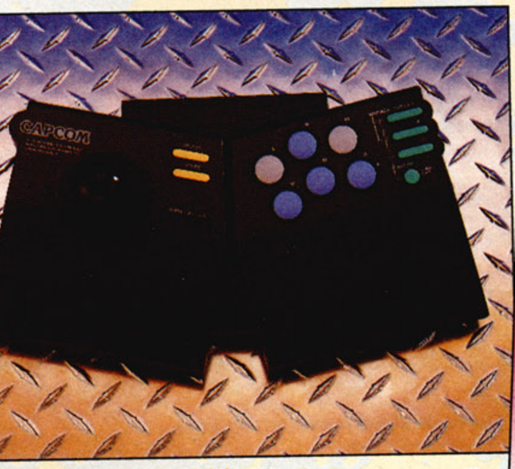
Street Fighter II joystick jocks can finally get their hands on the awesome-looking SF II stick when it beats its way into stores in the coming weeks. Now known as the Capcom Fighter Power Stick, this hefty controller sports a six-button layout that is identical to arcade Street Fighter II machines. You also get three rapid-fire switches, slow motion, and dual compatibility with the NES and SNES.

The Capcom Fighter Power Stick
$70-$75 price range,
Available September '92
Priduct Information: (408) 727-1665

JB King

HAL's JB King is staking its claim to the U.S. throne! We slavered over Japan's version (see GamePro, March '92), and now you can grab the Super NES edition. You'll get an identical control features configuration, including six independent rapid-fires, adjustable slow mo, and programmable button functions.

JB King by HAL America
$60 Price Range, Available Winter '92
Product Information: (206) 885-7529



Capcom's Fighter Power Stick.

Super Advantage

NES players who got ahead of the game with Nintendo's Advantage joystick can look forward to Asciiware's upgraded SNES stick, the Super Advantage. It features adjustable turbo- and auto-fire, variable-speed slow mo, and a color scheme that complements the Super NES.

Super Advantage by Asciiware
$49.95, Available September '92
Product Information: (415) 570-7005

Stealth

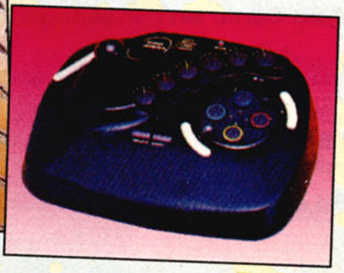
Hi-Tech Systems' Stealth is shaped like a glider with turbo- and auto-fire switches in a row down its center. Stealth's strong points are slow motion and big, concave, fire buttons. The stick's also available for Genesis, with an extra button built-in for simultaneous A and B button presses.

Stealth by Hi-Tech Systems
$34.95, Available now
Product Information: (805) 255-2185

The Stick

The Stick by Innovation is a black panther of a controller that looks suspiciously like Hal's JB King. Its face is graced with an almost identical control layout, including six rapid-fire knobs, variable-speed slow motion, and a rotating button pad. The Stick is compatible with both Genesis and SNES systems.

The Stick by Innovation
$54.99, Available
September '92
Product Information: (203) 388-6366



The Stick.

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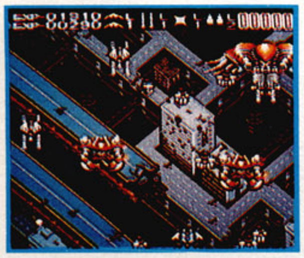

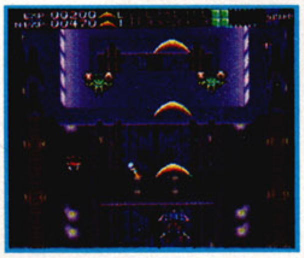

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5TNA2

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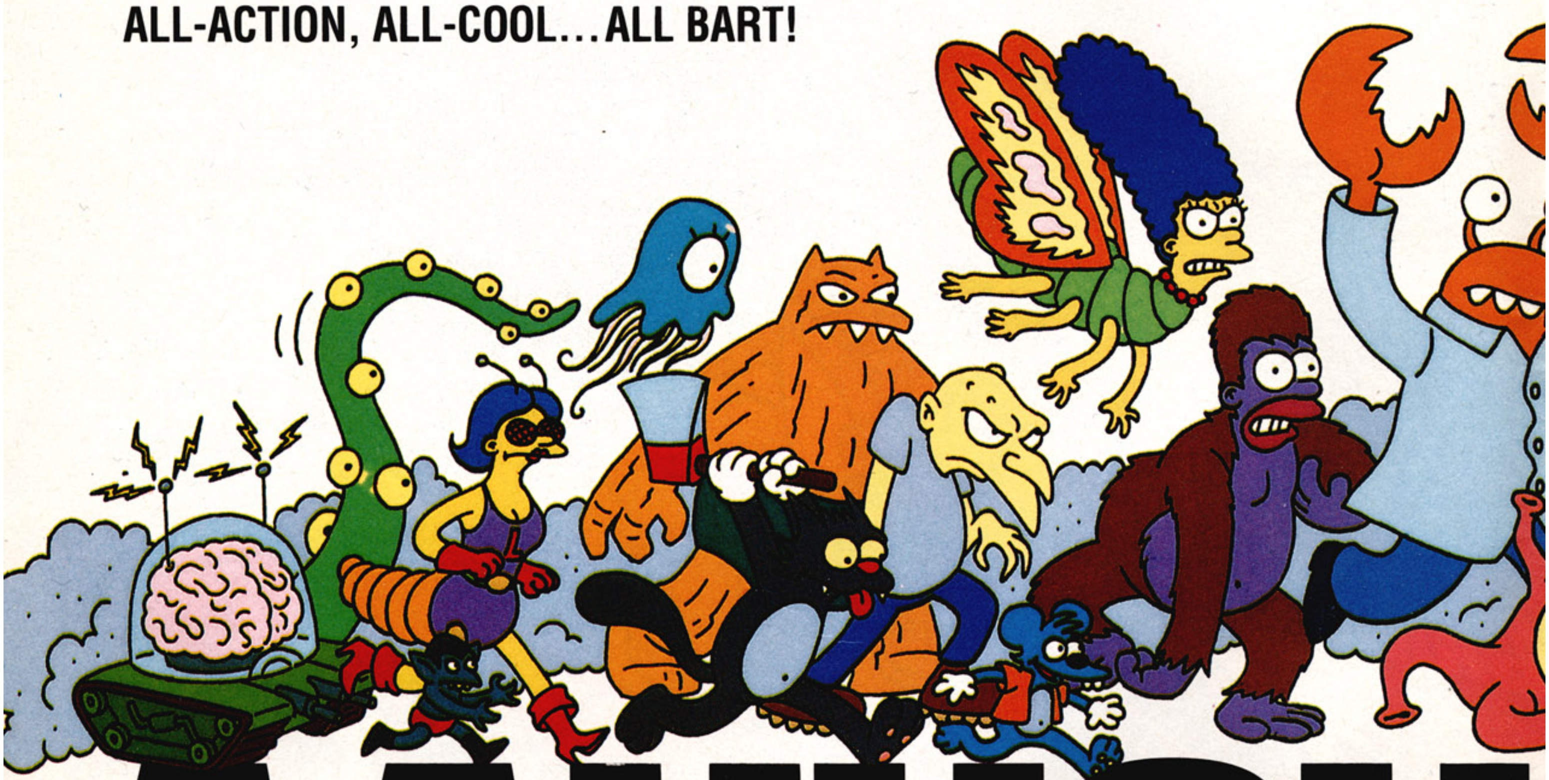
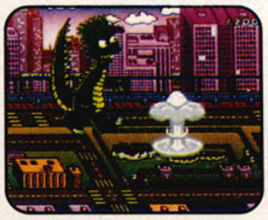
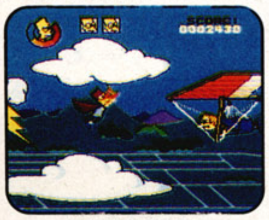


AAUUGH

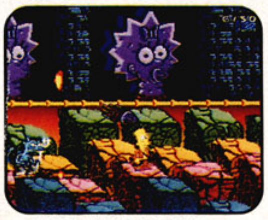
"BART'S NIGHTMARE" ON SUPER NES™!



GREAT BALLS OF FIRE... IT'S BARTZILLA!

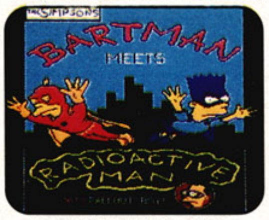


BARTMAN TO THE RESCUE!

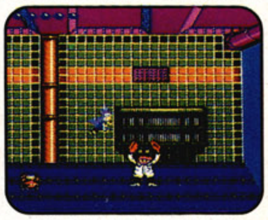


WHY YOU LITTLE...

"BARTMAN MEETS RADIOACTIVE MAN" ON NES™!



ENTER THE PAGES OF BART'S FAVORITE COMIC BOOK AS BARTMAN.



IT'LL TAKE ALL YOUR BARTMAN SUPERPOWERS TO DEFEAT DR. CRAB.

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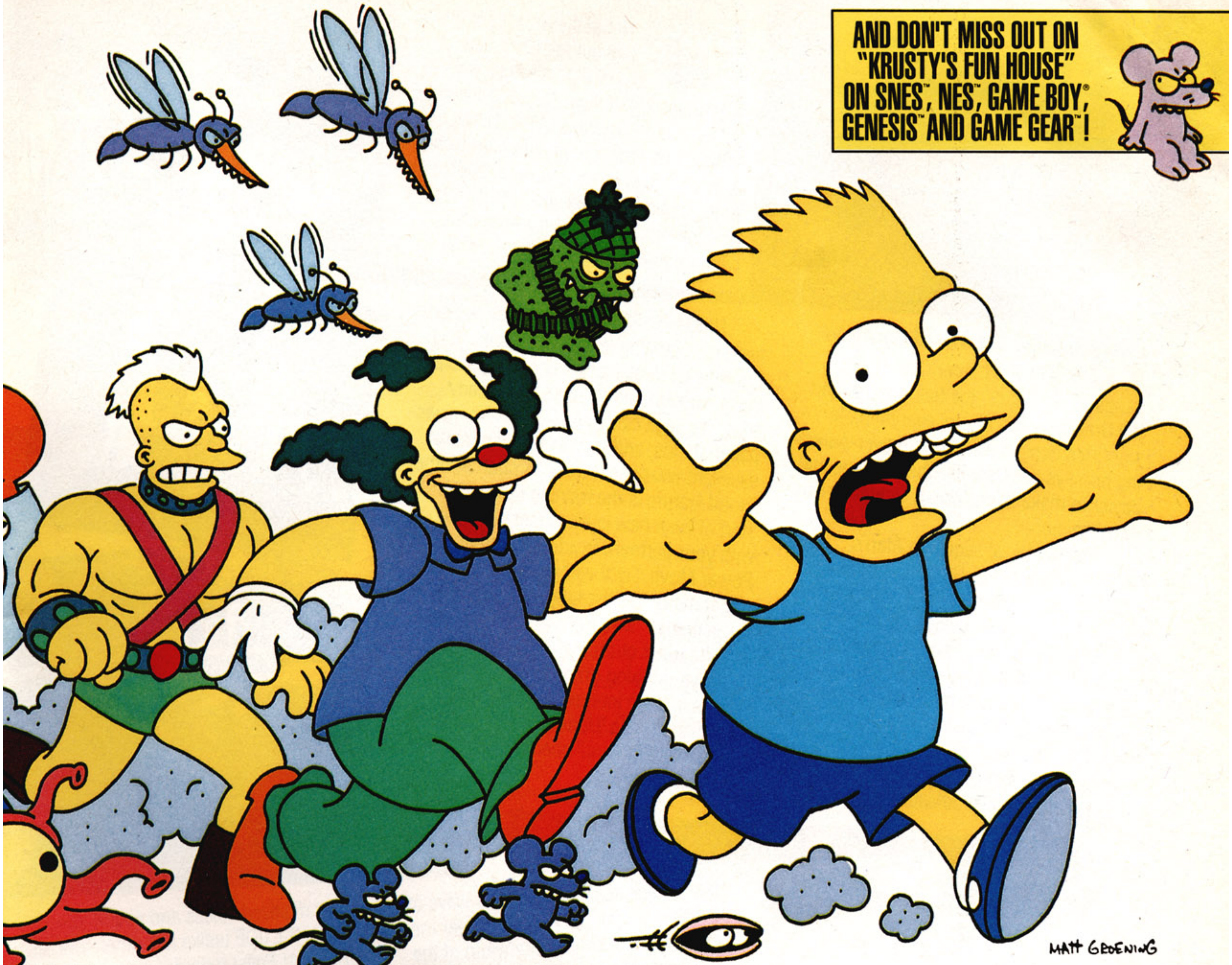
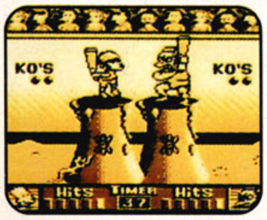
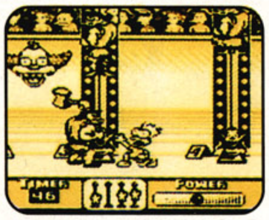

MATT GROENING

HH!!!

"BART VS. THE JUGGERNAUTS" ON GAME BOY®!


KO'S
KO'S
HITS
TIMER
37
HITS

JOUSTING JUST ENTERED THE ATOMIC AGE!


TIMER
46
POWER

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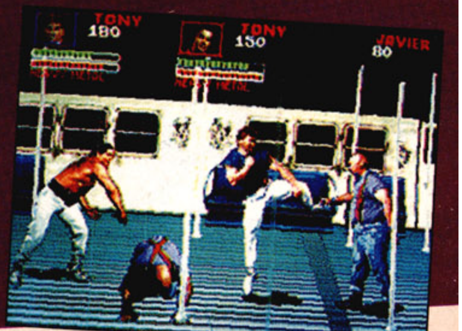
HOT AT THE ARCADES

By Hack 'n Slash

Hot at the Arcades is on the lookout for 100% red-blooded, fearless gamers to take on the two hottest coin-ops around – G.I. JOE and Guardians of the 'Hood. Whether you're packing ultra high-tech weaponry against the forces of COBRA or battling hand-to-hand against the Dragons and the Dreads, only "Real American Video Heroes" need apply!



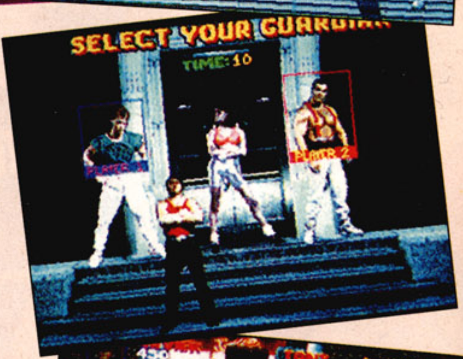
Guardians of the 'Hood (By Atari)

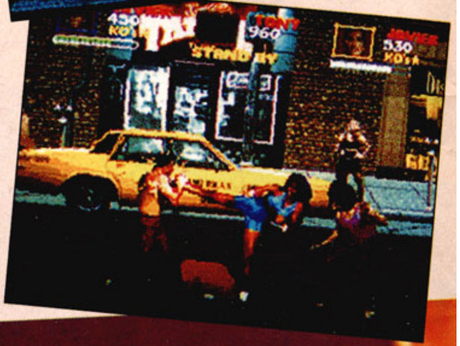
Things aren't fly in Center City. Three gangs – the Dreads, the Bald Eagles, and the Dragons – are dissin' everything in sight! It's boss that we have power-punching homeys like Conner, Chief, Tanya, and Javier to make things dope! Only they can save the 'hood!

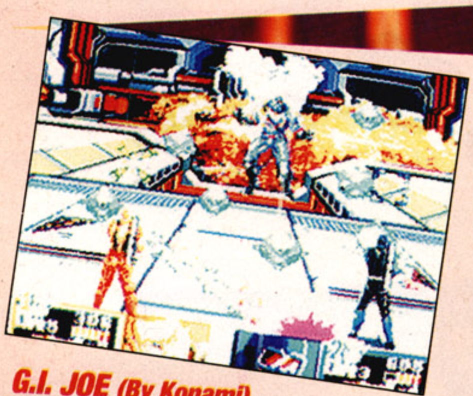
The unofficial sequel to Atari's megahit, Pit-Fighter, Guardians of the 'Hood features even better digitized graphics and animation. Besides the awesome pix, this one- to three-player simultaneous fighter features unique three-button control and over 35 different moves, including each character's individual Power Move. At the start, choose from the four main fighters. You can also play as the gang bosses after you've defeated them.

Unlike Pit-Fighter, 'Hood features several side-scrolling levels, which take you throughout Center City's back alleys, subways, condemned theaters, and seedy bars. Garbage cans, parking meters, newspaper stands, and car fenders can make excellent weapons during combat. Another 'Hood feature is the training gym at the start of each new level, where you spar with your partners to add strength to your Power Move. Fight well enough, and you might make it to the final showdown with the secretive "Mr. Big!" Wait till you see who he turns out to be!

Eye-popping graphics, a variety of moves, and an intense story line make Guardians of the 'Hood hyper hot. Heads up, "Street Fighters," check out the new action in town!





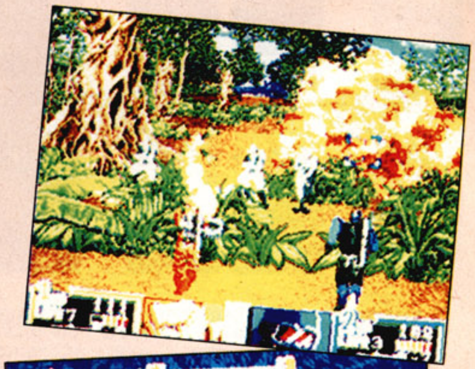


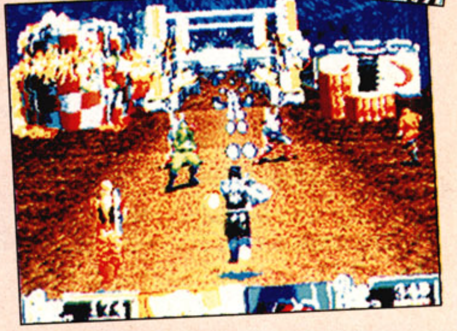
G.I. JOE (By Konami)

Yo, Joe! The evil forces of COBRA are at it again with sinister plans for world domination. It's up to Duke, Road Block, Snake-Eyes, and Scarlett (Team G.I. JOE's four best operatives) to thwart COBRA's worldwide terrorist attacks, locate their secret base, and skin those slimy, slithering leatherheads once and for all!

Presented in a forward-scrolling, third-person, behind-the-back perspective, this one- to four-player shooter is packed to the max with nonstop graphics, explosions, and action! The four JOEs stand side-by-side against wave after wave of onrushing enemies. Your character moves sideways across the entire width of the screen and slides in and out of the heat of the action. Armed with state-of-the-art, ultra-high caliber weaponry, each JOE must blast COBRA goons, vehicles, and artillery while dodging enemy bullets, lasers, and flame throwers! Run over and pick up sporadic bonus items such as life units, 1-ups, and extra ammo. In tight squeezes, fire your Super Weapon to clear all on-screen nasties.

G.I. JOE's graphics are gorgeous! Bright, detailed backgrounds, well-animated sprites, and smooth-scaling effects work in unison to create a believable sense of 3-D. Each level features detailed settings, such as factories, open fields, riverways, and lush jungles. Massive motherships swoop down to unleash their cargo of COBRA troops. Fighter jets rocket overhead dropping bombs. Hydrofoil boats race by, peppering the screen with machine gun fire. An awesome soundtrack plus digitized voices and sound effects make G.I. JOE unlike any other shooter. Ten-hut! Enlist today!





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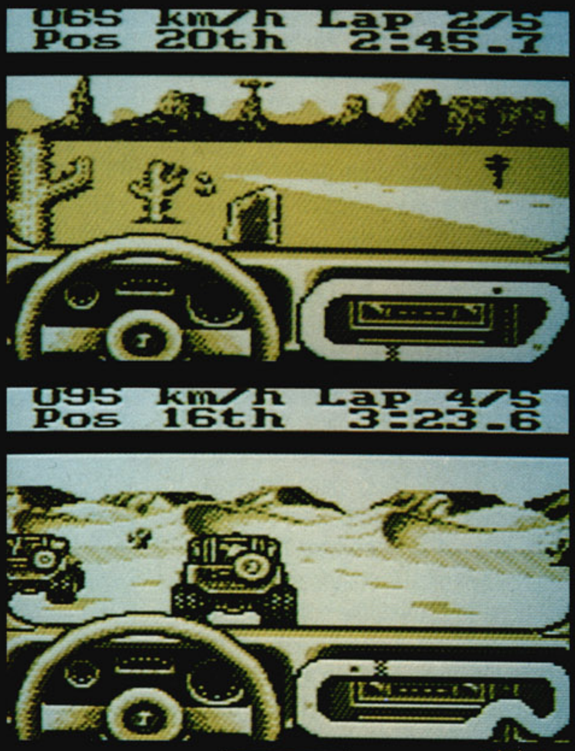
065 km/h Lap 2/5
Pos 20th 2:45.7

095 km/h Lap 4/5
Pos 16th 3:23.6

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CART
THE NEXT
Sci-Fi

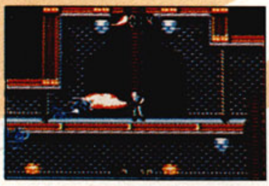
By the Capp'd Crusader and Boy Blunder

Yesterday's fiction has become today's science. Video games and science fiction have always gone hand-in-tentacle, and now GamePro TV's teleporting into the new Sci-Fi Channel on your local cable network. We gaze into our dilithium crystal ball to get an advance look at some of tomorrow's techno games soon to be orbiting a system near you.

SCI-FI GAME SCREENINGS

Movie and television directors have always been a bit spacey. Their creations have captured the imaginations of space-cushion spuds. Now game companies are repackaging these visual marvels for your video game systems.

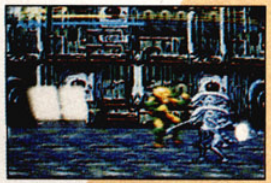
Alien 3 (NES, SNES, Game Boy, Genesis, Game Gear)



Look out for Game Gear Aliens.

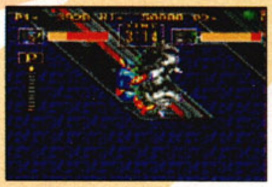
Ripley's on a mission to rescue prisoners before the Aliens get to them. This time it's hiding in the most terrifying place of all, your retail video game store! *(By Acclaim, available TBA, see the Genesis Pro Review this issue)*

Aliens vs. Predator (SNES)



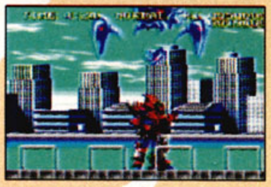
Scientists return from the planetoid LV 426 with flesh samples of an intelligent parasitic creature. While back on Earth, Mother Alien and her brood pop out of test tubes! Their very existence threatened, Predator and the humans unite to combat the common slimy enemies. Two of the nastiest creatures ever to chew up filmstrips battle in this side-view Super NES action cart adapted from Dark Horse's comic book special.
(By Activision, available December)

King of the Monsters (SNES)



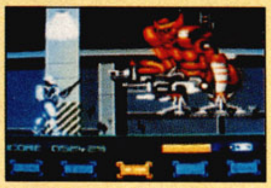
Big ugly lizards with attitudes, lifted from "B" Japan-stomping and-chomping flicks, are putting the crush on your SNES! In King of the Monsters, four garden-variety creatures – a rock monster, a Godzilla, a beetle, and a mutant superhero-type – are enhanced with skyscraping statures and powers to battle across Japan's most frequently levelled cities, including Tokyo, Kyoto, and Osaka.
(By Takara U.S.A., available October)

Metal Jack (SNES)



In this adaptation of a Japanese animated series, you choose one of three people who have been surgically rescued and kept alive as cyborgs à la RoboCop. In a futuristic Los Angeles, you must fight the crime organization CRASS. Your characters don a metal suit of armor in confrontations with futuristic level bosses.
(By Atlus, available December)

RoboCop 3 (NES, SNES)



An SNES metal nightmare.

Think about it, creep. Robo 3's a video game adaptation from the newest movie in the series. RoboCop joins a resistance movement against OCP's attempt to force helpless families from their homes. Armed with a new multi-weapon arm attachment, plus a gyropack for airborne assault, RoboCop 3 promises to be full of action and adventure.
(By Ocean, available Fall '92)

Sewer Shark (Sega CD)

Humankind seeks shelter under the Earth's crust in a post-nuclear holocaust world, but so do packs of animals mutated by the holocaust's aftereffects. To transport supplies to human outposts, you wear the helmet of the few, the proud, the Sewer Sharks. Footage of real actors and actresses combines with computer-generated graphics in this action movie/game.
(By Sony Imagesoft, available Winter)

TREK: ENERATION Previews

Star Trek: The Next Generation (SNES, Sega CD)

Capt. Picard, Ryker, Worf, Data, and the "next generation" of Star Trekkers will retire to moviemaking after next year's seventh and final TV season. However, their video game odysseys are yet to come. Spectrum Holobyte and Sega will create action/adventure RPGs for the SNES and the Sega CD respectively. The indomitable crew will maintain the Prime Directive, seek out new life and explore strange new worlds (see On Location, page 30).

(Super NES By Spectrum Holobyte, available Spring '93)

(Sega CD By Sega, available '93)

Super Star Wars (SNES)

This action packed game follows the original movie plot and lets you assume the role of Luke, Han, and Chewy. Lead the rebel resistance against the darkest evil force in the galaxy and come face-to-face with Lord Vader himself. May this game and the Force be with you.

(By JVC/LucasArts, available November)

The Terminator (Sega CD)

When Cyberdyne Systems' computers go haywire and launch a full-scale nuclear strike to suppress humanity, it's bad news for Sarah Connor and son, but great news for Sega CD gamers! As Kyle Reese, you arrive from the future to battle the Terminator in a side-view shootout. It's improved over the Genesis version with hot, digitized character graphics and cinema intermissions straight from the Orion Pictures flick that stars Mr. Schwarzenegger.

(By Virgin Games, available January '93)

The Terminator (NES, SNES)

Faster than players can say "Ah-nuld," the Terminator's back again. This time he's on Nintendo and Super NES! MindScape's Terminator pits Kyle Reese against the T-1000 in a six-level war of survival with side-scrolling shooting and 3-D "Skycam" demolition driving. The SNES cart digitizes its movie sequences, and the NES version sports still scenes.

(By MindScape, available Fall '92)

Terminator 2: The Arcade Game (Sega CD, SNES w/Super Scope, Genesis w/Menacer, NES, Game Gear, Game Boy)

Get mean with the Menacer.

Based on the mega-cool arcade game by Williams/Bally, this game is an all-out shoot fest. The Genesis version will be one of the first games to utilize the Menacer controller, allowing you to shoot at your TV screen.

(By Acclaim, available TBA)

Terminator 2: Judgment Day (SNES, Genesis)

Arnold is a big guy, but a small SNES sprite.

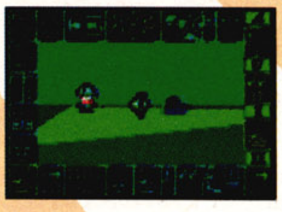
In these side-scrolling action games, you play the Terminator gone back in time to battle cyborgs and, ultimately, the T-1000. Based on the hit movie of the same name, these 16-bit games will attempt to recreate the special effects of the movie, including the seamless altering of the T-1000 from liquid to solid.

(By Acclaim, available Fall '92)

INNER SPACE SIMULATORS

Get behind the wheel or jump in-between the wings. Today's Aerostars don't come equipped with options like photon torpedoes and cloaking devices. These vehicles of tommorow are armed and ready to simulate motion sickness with every turn and burn.

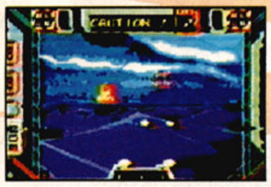
Battlezone 2000 (Lynx)



This megahit arcade game gets a new look and some cool options, like upgrading your equipment as you play. This is an adaptation of the arcade's first 3-D tank simulation.

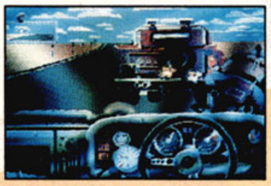
(By Atari, available November)

Cobra Command (Sega CD)



Based on the laser disc arcade game by Data East, Cobra Command puts you into the pilot's seat of the heavily-armed and dangerous Cobra Command whirlybird. You fly through New York, the Grand Canyon, and Rome with fast-moving, real-time Sega CD graphics. Cinema interludes show off your crashes and burns in an up-close-and-personal way.
(By Sega, available November)

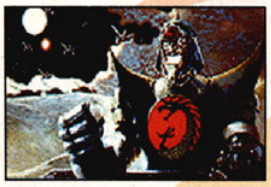
Outlander (SNES, Genesis)



Are you ready for some Genesis driving?

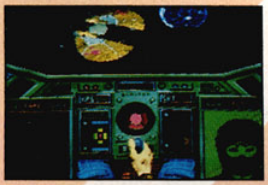
You're behind the wheel in this driving/action game set in a post-nuclear holocaust à la the Mad Max movies. As warrior of the road, your only path to preserving humanity is to drive from town to town rescuing innocent people who need another hero and a way home.
(By MindScape, available Fall '92)

Stellar 7 (Sega CD)



This futuristic battle tank game that was a hit on PC platforms puts you in a first-person view of futuristic high-tech battlefields. You've got to save seven worlds from the evil rule of Gir Draxon. The patented "3Space" technology gives this game a realistic cyberspace look and feel.
(By Sierra On-Line, available '93)

Wing Commander (SNES, Sega CD)



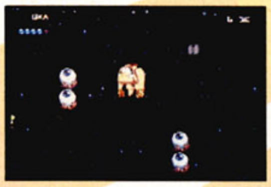
Hold onto your SNES wings.

Now star fighting its way across personal computer screens, Origin's Wing Commander won game-of-the-year in 1991. In the Super NES version by Mindscape, you command one of four Terran space fighters against the overlord Kilrathi aliens. The game boasts 3-D cinematic graphics, multiple cockpit perspectives, massive campaign scenarios, and artificially intelligent wingmen. Sega's CD is also in the offing.
(Super NES By MindScape, available Fall)
(Sega CD By Sega, available '93)

SCI SPLITTING ADVENTURES

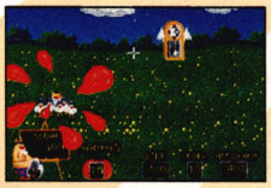
Klutzing their way through the kosmos, some inept, but lovable, game characters mix punch lines with their phaser zaps. In space, everyone can hear you laugh.

B-Bomb (Genesis)



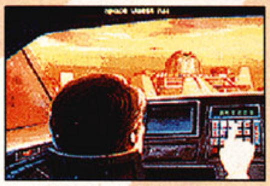
Plutonian space creeps have enslaved Barker the Bulldog, Ophelia the Cow, and Trotsky the Pig. You play Pluto's national rear-ending sport using your ample derriere to free your comrades in this udderly ridiculous side-scrolling action game.
(By Sega, available November '92)

Ready, Aim, Tomatoes (Genesis Menacer)



Those rappin' space dudes from Funkotron, ToeJam & Earl, return in a game bundled with Sega's Menacer light gun package. You lock and load with bushels of tomatoes to splat hordes of Nerd Herds and familiar TJ&E Earthling opponents.
(By Sega, available November)

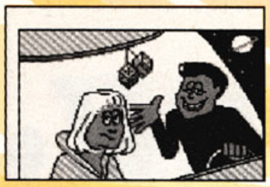
Space Quest: Roger Wilco and the Time Rippers (Sega CD)



Don't be fooled by these PC aliens

Roger Wilco's a janitor fed up with mop duty. In the personal computer Space Quest saga, he bumbled, stumbled, and Windexed his way through three cosmic adventures. Always alert, the Sega CD Sequel Police rip the fabric of time and space to toss Wilco into a fate worse than death – future installments of Space Quest.
(By Sierra On-Line, available in '93)

Out of Gas (Game Boy)

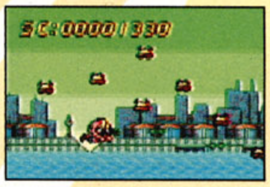


It's a night on the solar system for Eric and Natasha, but the date goes sour when their space shuttle runs Out of Gas. Eric hops on his mini-space scooter and searches for motion lotion in a 64-stage puzzle cart.
(By FCI, available October)

SCI SHOOTERS

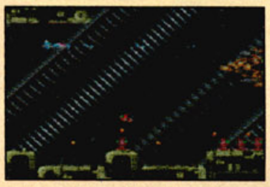
Shooting seems to be a popular pastime when you're lost in space. The latest batch of sci-fi shooting games show you at least 101 ways to erradicate invading space monkeys on the scrolling game screen.

Air Zonk (TurboChip)



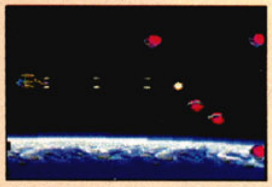
In this spin-off of the Bonk series, Bonk shoots it up in a comical game where you meld with other characters to use their special weapons.
(By Turbo Technologies, available Winter '93)

Blaze On (SNES)



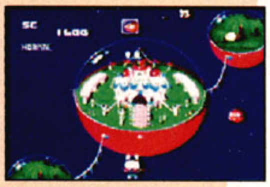
Bio-Cyborg Forces muscle to establish an oppressive dictatorship. The Garland spaceship strikes back with a specially customized weapon, which stuns enemies and steals their weapons.
(By Atlus, available Winter '92)

Dead Moon (TurboChip)



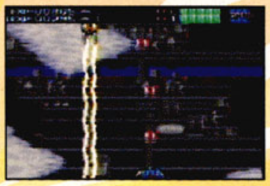
In this prime shooter, destroy alien spacecrafts before they reach Earth.
(By Natsume, available October)

Fantasy Star Soldier (Super CD)



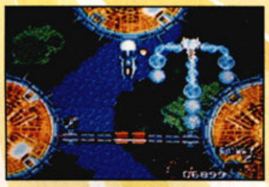
This shooting game features familiar characters from Super Star Soldier and Bomberman.
(By Turbo Technologies, available Spring '93)

Imperium (SNES)



In this vertically-scrolling shooter, you're in a giant robotic suit of armor equipped with weapons from out of this world. As a human, you must use the suit to free an enslaved class of mechanized creatures from the high-tech robots.
(By Vic Tokai, available Winter '92)

Space MegaForce (SNES)



An enormous object from outer space is searing a path of death and destruction across the Earth. In this overhead-view shooter, your ED-057 vehicle's multiple shot control system can reportedly produce 130 different shot variations. Sounds like a tour-de-MegaForce.
(By Toho, available October '92)

Spriggan (TG CD)

Mix and match power-ups to create your own weapons in this vertically-scrolling shooting game.
(By Naxat, available December '93)

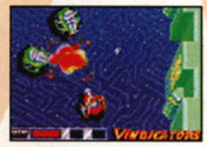
Super Asteroid/ Missile Command (Lynx)

You get two games for the price of one in this Lynx cart. In Super Asteroids, you have to shoot up the rocks and an occasional alien. In Missile Command, you're at the controls of the NORAD in an Anti-Ballistic Missile crisis of major proportions. Perhaps the ghost of arcade's past will be able to help you.
(By Atari, available December)

Super Space Invaders (Game Gear)

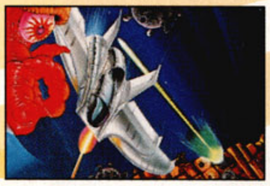
The original shooter that inspired a generation of spaced-out invaders returns with all-new power-ups, weapons of war, shields, and wave after wave of mindless aliens.
(By Tengen, available December)

Vindicators (Lynx)



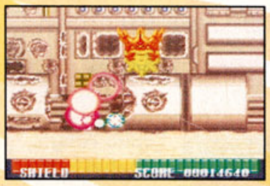
Free your city from a ruthless tyrant in this futuristic tank game borrowed from the arcade hit. A unique diagonal viewpoint makes this game's 3-D look flow smoothly.
(By Atari, available November)

Xenon 2 (Game Boy)



This vertically-scrolling shooter lets you customize your ship, navigate through mutant mayhem, and buy and sell weapons in-between stages.
(By MindScape, available Fall '92)

X-Zone (SNES Super Scope)

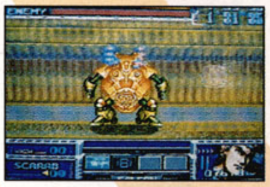


A computer launches a retaliatory nuclear strike against a country that doesn't even exist! You bust into the mad machine's stronghold and shoot from the hip with the Super Scope 6 and its on-screen cursor function.
(By Kemco, available Winter '92)

CYBER-CARTS CLASH

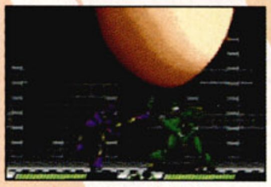
Man vs. machine takes a futuristic ironic twist when the lines dividing the two become blurred. These games feature man and machine as a unified fighting force.

Battle Clash (SNES Super Scope)



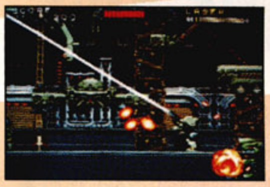
For use with Nintendo's Super Scope, Battle Clash is a first-person fight for the future. One player takes the controls of a bad 'borg and snipe shoots vital limbs and body parts from other worldly opponents with several weapons systems and grenades.
(By Nintendo, available October)

Black Hole Assault (Sega CD)



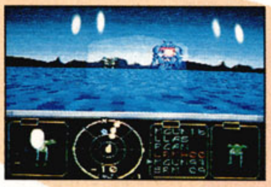
Last year's Heavy Nova star bandits, the Akirovians, return for an all-out assault on the Sega CD. Fighting as a "good guy" Cybernetic Anthropomorphic Machine, you clash with the invaders to defend the galaxy in this side-view robo beat-em-up.
(By Bignet, available November)

Cybernator (SNES)



In this impressive one-player, side-scrolling, action game, you're a futuristic cybernaut equipped with an energized flight assault suit. Battle through the Earth's atmosphere, the moon's surface, and the ocean floor in this captivating creation. If you love your SNES, this one'll make you want to tie the 'naut.
(By Konami, available November)

MechWarrior (SNES)



BattleTech action comes home in MechWarrior a cart based on FASA's virtual reality arcade arenas. In the home version, the 31st century Terran technological edge is the BattleMech squadron. You pulverize opponents with a lance forged from fire in a first-person, forward-scaling, cockpit-perspective. Scrapped opponents can be salvaged to fortify your craft.
(By Activision, available Winter '92)

Search for Ultra Force (SNES)

Bob's lost his mind – literally! His brain's been abducted by an alien warship. Inside a mechanical 'bot, he's out to search three planets to find his organic thought processor in this action/adventure game that makes a mess of the E.T.'s.
(By Electronic Arts, available Winter '92)

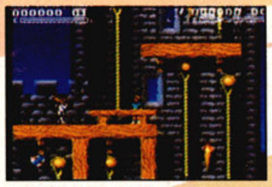
Speedball 2 (Game Boy)

In this brutal blend of hockey, football, and soccer, you act as team manager. You can pick robo-players based on their attack, defense, speed, throwing, stomping, stamina, and aggression capabilities. With each victory, you can buy more armor and weaponry to make your team the toughest in the league.
(By MindScape, available Fall '92)

FUN AND GUN ON THE RUN

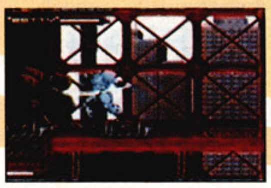
Running, gunning, shooting, and thrilling come the next wave of side-view action carts. In the future, you'll need some solar-powered sandals and a bag of grenades to survive this cartridge war zone.

Dream TV *(SNES)*



Summer vacation means sitting around and watching TV, right? For the two heroes of this game, being a couch potato has become a serious hazard. They've been sucked into the world of television, and you must help them find their way back to the real world.
(By Triffix, available Fall '92)

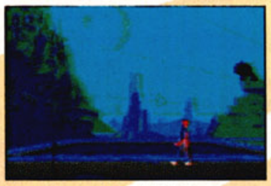
Generation 2 *(SNES)*



This PC madman shows his skyscrapin' strength.

When CONEX's madman android CEO declares himself Supreme Commander of the world, you grab a katana, energy shields, and two cybernetic attack drones to slash through huge multi-scrolling worlds.
(By Kemco, available Early '93)

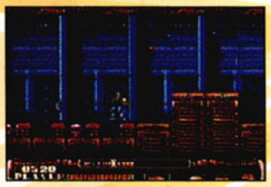
Out of this World *(Genesis, Sega CD)*



The Genesis will take you Out of This World!

Lester Knight Chaykin is the unwitting victim of an anti-matter experiment gone terribly wrong. Adapted from the SNES cart, Out of this World takes you to a weird parallel universe with cool polygon-style graphics, cinema close-ups, real-time animation, and voice actors for only the CD's major characters. The CD game will expand the story line with new levels and plot twists.
(By Virgin Games, available '93)

Power Blade 2 *(NES)*



Taito slices into the NES with Power Blade 2. You're a top-secret agent sent to combat a meaner and leaner batch of cyborgs with your trusty boomerang. Get roasted by lasers and the government will disavow any knowledge of your actions.
(By Taito, available October)

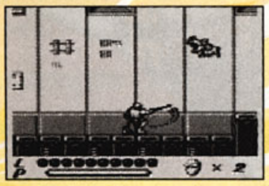
Shockman *(TurboChip)*

Formerly called Syubibinman 2, this action game promises impressive music and sound. Save your friend by utilizing special powers that you have gained due to a power plant accident.
(By NCS, available December)

Advertisement

The Legend Continues...

Zen – Intergalactic Ninja
(Game Boy)



Lord Contaminous and his filth-loving cronies pollute the Earth's environment. Zen, an Archie Comics Intergallactic Ninja from another time and dimension, battles across six side-view rancid stages taking out the garbage.
(By Konami, available '93)

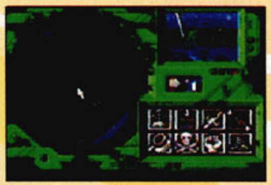
PLANETARY POWER MONGERS

Futurisitic boys with the biggest toys win mo' land, mo' power, and mo' money. Strategy, role-playing, and military maneuvering makes you a legend in your own time in these sci-fi strategy sims.

Breach **(Genesis)**

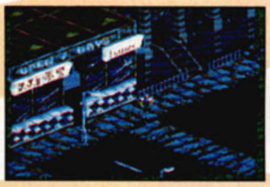
As a squadron leader in this tactical sci-fi fight, you direct an assault on an unknown, intelligent life form's barracks. Marine teams gain battle skills and experience points by pointing, clicking, and blasting with smoke bombs and laser guns.
(By Treco, available November)

Overlord **(NES)**



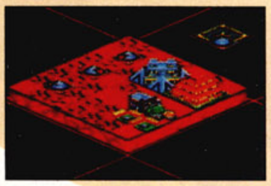
Four alien dictators make a bid for interplanetary domination. In this military strategy session for the NES, you play the Overlord who must govern the people, train troops, and battle through 20 planets to become commander-in-chief of the universe.
(By Virgin Games, available now)

Shadowrun **(SNES)**



Jake Armitage is ripped from his cosy Seattle corporate life and dropped into the domain of the dark-side derelicts, the techno-punks, the computer hack 'N' slashers of the streets – the Shadowrunners. Based on FASA's pen & paper role-playing game, the SNES cartridge evolves Jake through his six life phases. Data East's offering includes team combat, several archetypes that build Jake's street-smart professions, and 3-D cutaway style graphics.
(By Data East, available Fall '92)

Utopia **(SNES)**



This strategy game set in outer space allows you to create a utopian space colony while fending off attacks from alien life forms.
(By Jaleco, available Winter '92)

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Super DOUBLE DRAGON
SUPER NINTENDO
ENTERTAINMENT SYSTEM
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The "BAD" boys are back in the all-new SUPER DOUBLE DRAGON for your Super Nintendo Entertainment System. Billy and Jimmy Lee punch, spin and kick their way through bruising new battlegrounds and babe-saving missions to rescue Marian, the beautiful policewoman. Furious fists, fast feet and paralyzing new moves will take out some really tough dudes. Awesome action that will take you to the edge.

Bring the POWER of SUPER DOUBLE DRAGON home today!

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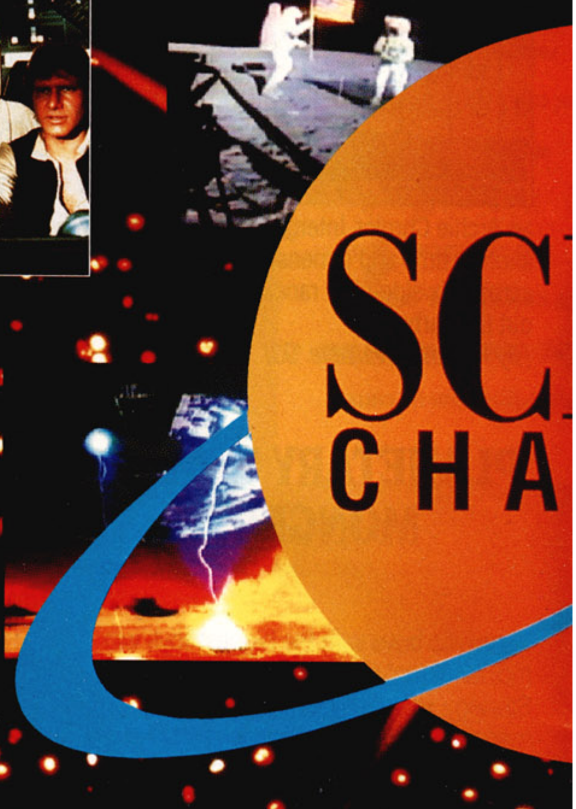
COMING ATTRACTIONS

The Sci-Fi Channel



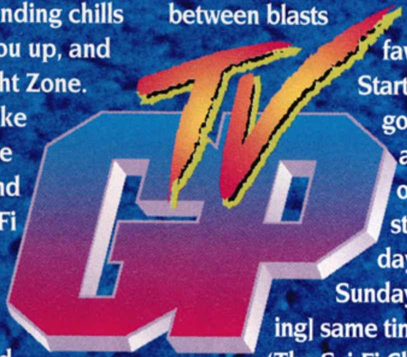
Dark Shadows

In a Galaxy Not So Far, Far Away...

The USA Network mind-melded with a bunch of pretty clever folks to produce a revolutionary idea. The result? The Sci-Fi Channel was born. Gamers know that science fiction, fantasy, and horror make for some of the greatest gaming around. In fact, some of the coolest games featured in our science fiction feature are spin-offs of great science fiction series or movies.

On September 24th, join the Sci-Fi Channel and millions of American households as they rocket to the near and distant future for 24 hours-a-day. It's continuous programming devoted entirely to science fiction, science fact, fantasy, and horror. Check it out – an entire channel devoted to sending chills down your spine, beaming you up, and vegging you out in the Twilight Zone.

Earthlings and aliens alike are invited to tune in to scope out new and classic series and movies. Even better, the Sci-Fi folks are working at warp speed to bring you original programming, including Inside Space. This fast-paced half-hour "magazine" focuses on the wonder, excitement, mystery, and drama of space travel. Topics include "Are We Alone? – The Search for Extra Terrestrial Life," "Astronaut Profiles," "The Future in Space," "Rock and Roll Space Videos," and more. Sci-Fi has also secured the rights to hundreds of hours of NASA footage, for programs that include NASA Watch and Sci-Fi Insider.



There's more. In addition to classic series, cartoons, and movies, there's GAMEPRO the TV show! Yup, GamePro's going cable. We decided we want to dish out gaming strategies and previews in-between blasts and slurps of your favorite sci-fi flick. Starting this fall, you're gonna get your GPTV, along with a lot of other really great stuff, – [every Saturday (8:30 a.m.) and Sunday (7:30 a.m.) morning] same time, same channel (The Sci-Fi Channel). We're also producing a series of prime time USA Network specials that'll give you even more of the latest and greatest gaming news. Pretty nifty arrangement, eh?

So what're you waiting for? If your local cable operators haven't caught on, it's time to give them a call and let them know that you want the Force to be with you – the Sci-Fi Channel Force that is!

I·FI
NNEL
WAR OF THE WORLDS™

Where No Movies Have Gone Before

In addition to airing feature length science fiction movies such as Star Wars, Star Trek: The Movie, and Star Trek II, IV, and V, Sci-Fi plans to make a few flicks of their own. Current plans include productions of 12 original World Premiere Movies in the science fiction, fantasy, and horror genres.

Slated to appear by the end of '92 is Homewrecker, a science fiction thriller starring Robby Bensen. In the film, Bensen plays David Whitson, a computer buff who takes his fifth generation Pentagon attack computer with him to his vacation home. Lonely for his estranged wife and daughter, Whitson tinkers with his computer, installs a feminine voice and personality, and names it Lucy. Lucy quickly becomes his nurse and companion. When Whitson's wife and daughter arrive for a visit, the trouble begins. Murdurously jealous, Lucy sets out to eliminate her competition.

Blasts from the Past

Check your phaser at the door, and strap yourself into the nearest couch. The programming list for the Sci-Fi channel keeps growing and includes many of the most popular Sci-Fi hits to date:

Alien Nation
Amazing Stories
Battlestar Galactica
Bionic Woman
Buck Rogers
Dark Shadows
Darkroom
Dr. Who
Fantastic Journey
Flash Gordon
Friday the 13th: The Series
Future Cop
Gemini Man
Hitchcock Presents
The Immortal
The Incredible Hulk
The Invisible Man
Lost in Space
The Magician
Misfits of Science
My Secret Identity
Night Stalker
One Step Beyond
Otherworld
The Powers of Matthew Star
The Prisoner
Probe
Ripley's Believe It or Not
Something Is Out There
Space: 1999
Starman
Sterling's Night Gallery
Suspense Theatre
Tales from the Darkside
Time Tunnel
Voyage to the Bottom of the Sea
Voyagers!
War of the Worlds

ON LOCATION:

Spectrum HoloByte®

The Art of Star Trek: The Next Generation

Spectrum Holobyte is on the brink of going where no video game company has gone before. In early 1993, it plans to release Star Trek: The Next Generation for the IBM PC, the Super NES, and the Sega CD.

With millions of fiercely loyal neo-Trekkies stationed around the world, Spectrum's Art Department is practically duty-bound to accurately portray the stars of the show. The artists function as a team, but like every team, some players assume key roles.

Cast and Crew

Louis Sremac, computer illustrator, is a man up to the task. Sremac studied fine arts in the classical style at the University of Heidelberg, Germany, and at San Francisco State University in California.

Louis Sremac

However, he learned everything he knows about computer artistry at Spectrum Holobyte. Now he combines both aspects of his background in a totally unique technique that makes Capt. Picard, Worf, Dr. Crusher, and the rest of the Star Trek crew look startlingly real.

Sremac hand sketches portraits of all the principal characters in pencil and charcoal, copying stock photographs of the actors in costume. Next he uses a top-of-line HP ScanJet 2C scanner to digitize the image and transmit it to a Macintosh Quadra 950. Then he adds colors to his digitized pencil lines with PhotoShop by Adobe, currently the most popular digital image manipulation program in the print business.

The scanned image is brought into a Macintosh for manipulation.

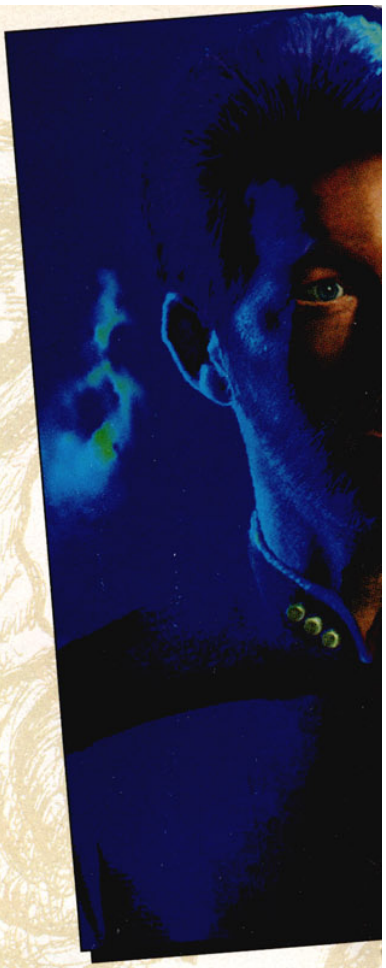
The trick is to bring static, sometimes drab, photos to life. Sremac says, "It's all in the lighting and the color tinting. PhotoShop enables you to play with an image so much that you can lose it. But by painting the proper lighting, you can practically feel the picture."

Sremac's images look so real that you feel like you're standing on the bridge of the Enterprise. He says it takes one or two days to draw a portrait, and then another day to colorize the photos.

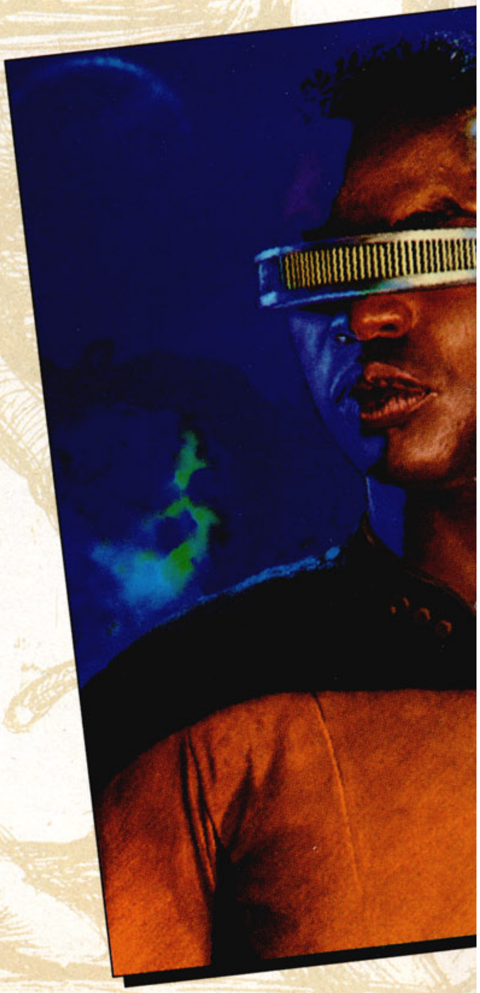
He's also in charge of creating original characters for the games. His models? Well, assorted Klingons, Romulans, and Federation officers will bear a striking resemblance to some Spectrum employees.

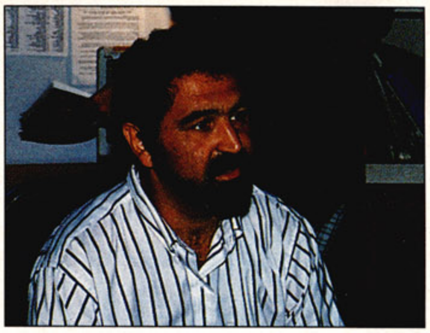
Planet Painting

Louis Sremac brings the Star Trek characters to life. Charlie Aquilina does the same for Star Trek worlds.



Riker





Charlie Aquilina

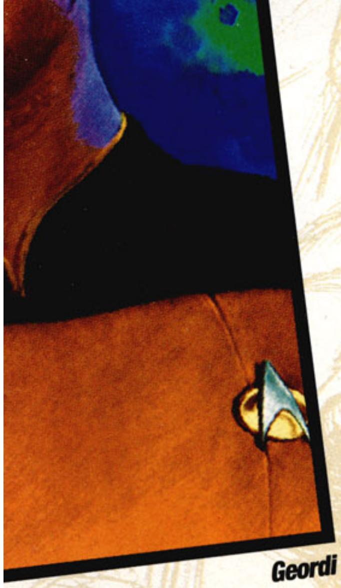
Aquilina's a computer illustrator. Like Sremac, he never used a personal computer as an art tool before coming to Spectrum. His job is to draw entire worlds – terrain, creatures, races, the works – that exist only in the fertile minds of Spectrum's Star Trek team. "Four or five of us sit around a table," he says, "and we try to imagine what the planet's made of what the beings breathe and what they eat. Then, I take all this mental imagery and try to construct a world."

For example, one of Aquilina's worlds features a subterranean civilization. "In my mind's eye, I saw the world unfolding four or five levels straight down," he remembers, "then it made a transition from rock to architectural elements." The creatures took on crustacean forms that matched their rock-filled environment.

Part of Aquilina's approach may seem almost sacrilegious to Star Trek fans. He only watches the show sporadically. He says it keeps his ideas fresh. To make his fantastic art feel real, he studies photographs in National Geographic magazine. "It's the best," he says, "basing my pictures on real images keeps the graphics from becoming so fantastic that they're unbelievable."

As Aquilina speaks, another Spectrum Holobyte artists drops by his office. "Where's the latest issue of National Geographic?" she asks. Strange, new worlds indeed.

Worf



Geordi

Spectrum Makes It So

Star Trek's journey from TV show to video game is a long one. Stay tuned to GamePro and watch The Next Generation materialize On Location.

NINTENDO PRO REVIEW

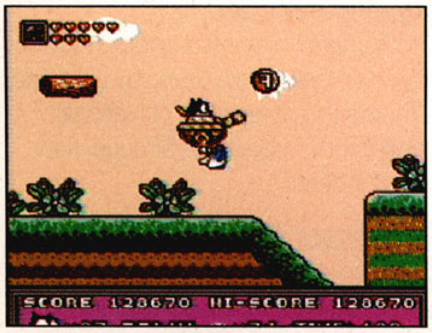
By Bubonic the Blowfrog

OK, Gang, it's time for a history quiz. Who was Charles Lindbergh's mascot for his famous Transatlantic solo flight in the Spirit of St. Louis? Here's a hint: he was also the first image broadcast over television from the RCA Labratories, and later he became the familiar test pattern at the opening and closing of NBC's broadcast. Need one more hint? He's also the star of a new game out this month from Hudson Soft. Those of you who've cheated and looked at the title of this article already know the answer: Felix the Cat!

Feline Fine

Since his first appearance in 1922, Felix the Cat and his magical bag of tricks have become one of the most lovable cartoons in the world. In Felix the Cat for the NES, Hudson Soft dips into Felix's bag and comes up with magic. This side-scrolling action game is superb!

In an attempt to rescue Felix's girlfriend, Kitty, from his longtime foe the Professor, you play Felix on a quest through nine areas with multiple rounds. Other familiar cartoon folks that'll set your feline fur on end are Poindexter, Rock Bottom, Master Cylinder, and Gulpo, King of the Blobs. They appear in varying forms at the end of each round.

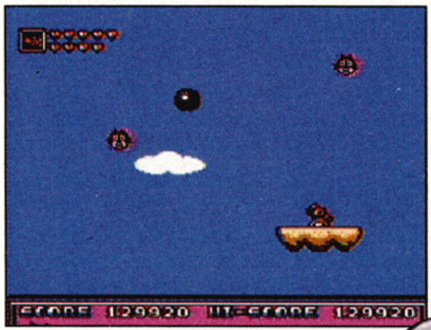


PROTIP: Some birds are friendly, and they allow you to ride on their backs.

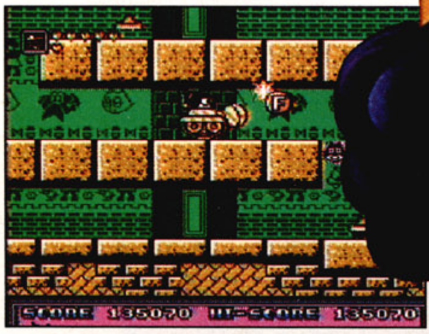
Cat Head Collection

Felix's only defense in this game is his magic bag. You begin the game with one Magic Item, a punching glove. To reach a higher level of magic, you've gotta collect the Felix heads that are scattered throughout the game. For every 10 Felix heads you collect, Kitty drops you a magic heart. If you catch the heart, you gain a new Magic Item.

You've gotta keep a watchful eye on the status of your Magic Item. It only lasts a limited time. To make it last longer, you can grab milk bottles that appear when you collect five Felix heads.



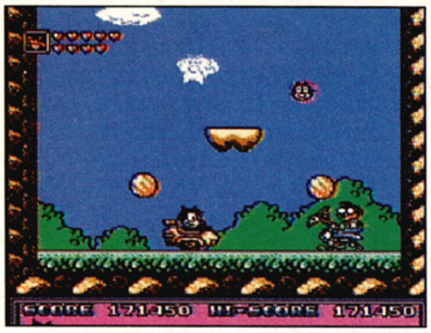
PROTIP: To avoid all the obstacles on the flying rounds, like 2-1, fly to the top of the screen until you're out of sight and then fly forward at that altitude.



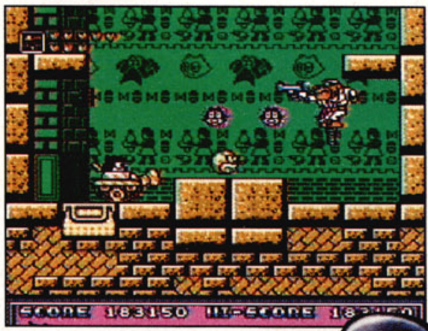
PROTIP: Shoot at the "F" circles repeatedly and they turn into 1-ups!

That Cat Can Accessorize

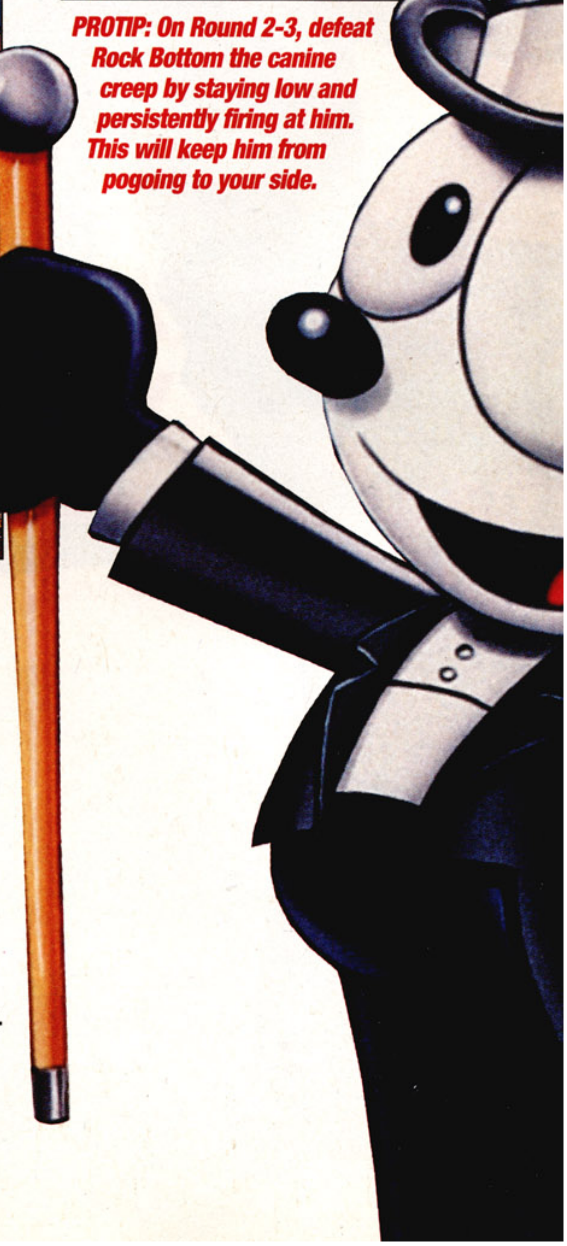
Felix makes you master a variety of skills. You use different Magic Items depending upon the round you're in. In some rounds, Felix pilots airships, including a hot air balloon and a biplane. In other areas, Felix gets his fur wet by steering a paddle boat and riding a dolphin. Then it's time to hold your breath as Felix tries his paw at scuba diving in the underwater rounds. There are so many places with unique Magic Items that the game never gets boring.



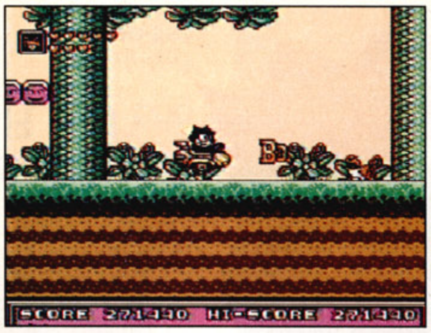
PROTIP: To defeat the first Boss, Poindexter, stay close to him while you attack with your magic item and his basketballs will fly over you .



PROTIP: On Round 2-3, defeat Rock Bottom the canine creep by staying low and persistently firing at him. This will keep him from pogoing to your side.



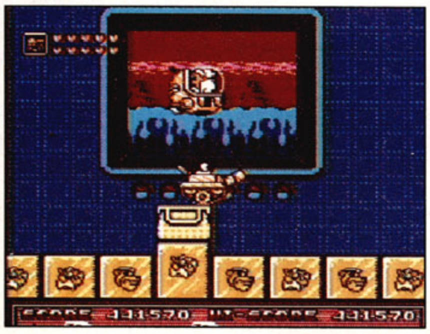
Felix the Cat



PROTIP: Sometimes, using the second best magic item works more effectively in close-up cat-fights.

Paper or Plastic?

Felix is full of special bonus rooms that contain a load of Felix heads and sometimes offer a shortcut to the end of the round. The rooms are found inside magic bags that are hidden throughout the game. When you're running low on magic hearts, the bonus rooms can be as fun as catnip! Be careful, though, you should always keep your eye on the time to make sure that Felix doesn't pass his limit by spending too much time looking for bonus rooms.

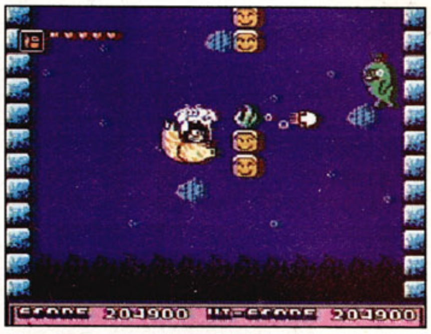


PROTIP: Look for bonus room magic bags above a springboard or buried in the brick.

A Feast for the Eyes

Felix the Cat sports some of the coolest graphics you've ever seen on an 8-bit system. Big characters and a cartoony style create the illusion that this is a playable cartoon. Detailed animation and special touches, like bubbles underwater, trees with eyes that follow you in the forest, and Poindexter's spinning basketball, all lend to Felix's all-you-can-eat visual buffet. Another fine touch is the animated end-of-area scenes that show Felix revealing his alley cat ancestry by wallowing in misery over his lost Kitty.

The controls for the game are easy to pick up. Maneuvering through the flying and the swimming stages is a little tricky, but nothing that a keen cat can't handle.



PROTIP: Defeat Gulpo on Round 4-3 of Felix World by staying behind the barrier and inching out to shoot.

A Kinder, Gentler Game

One important thing to note about the Felix game that is indicative of his comic book and animated cartoon incarnations is the virtual absence of violence. Even the sound never creates the tense or scary mood found in some action games. When you defeat a boss, it explodes but doesn't die. According to the manual, the foes in this game are not necessarily enemies. They're more like playfriends. Your weapons are called Magic Items. And, believe it or not, the game creators have managed to make even a cannon that shoots balls at you look cute and innocuous. Moreover, the manual comes packaged with an order form for "Master Higgins' 10 Tips For Responsible Gaming."

Felix the Cat is fun to play! Its landslide of levels and abundance of Magic Items will keep folks with even the shortest attention spans engaged. The Cat is back! That's purr-fect for NES gamers everywhere.

Felix the Cat by Hudson Soft

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.5	5.0	BEG. Beginner

$49.95	**Action**
1 meg	**One Player**
Available October '92	

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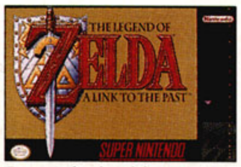
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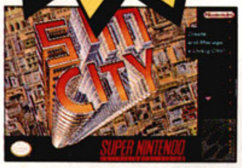
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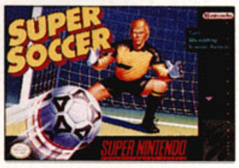
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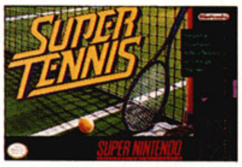
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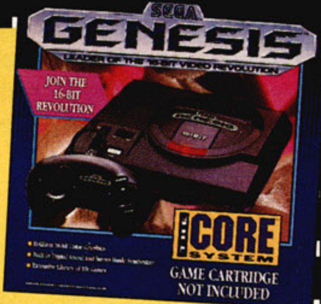
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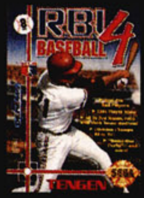
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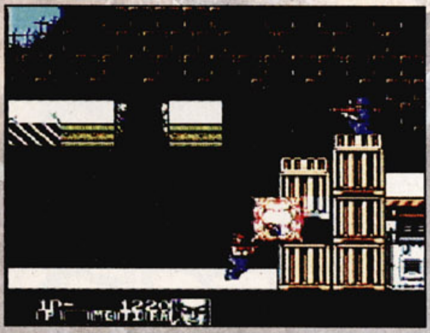
By Boss Music

Take cover, NES troops! Neo City's under assault once again, and Konami sends a new soldier squadron into battle – the Contra Force. Hold your fire and don't radio in those battle plans just yet. If you're thinking this cart delivers the same fast-paced, Contra-cool action as the previous games in the series, think again. You just overestimated the power of the Force.

CONTRA Force

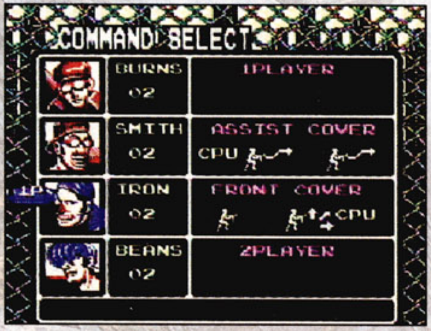
Tag Team

Ditching the straight-up, two-player warfare from Contra and Super C, Contra Force leans towards both strategy and cooperative action. You and a control-pad partner pick from four C-Force handgunners – Burn, Smith, Iron, and Beans. Each compatriot has a different foot speed, jumping ability, and weapons arsenal. The advantage is that you can switch between them anytime.



PROTIP: Use Burn's grenades at close range for quick mass destruction.

Another new Contra feature enables you to direct a "resting" enForcer to cover your back! At the player select menu, you pick one of six screen positions for him to guard for five seconds. Much like an Option in Gradius, the extra player acts as a second gun who follows in your footsteps. It's nothing radical, but it helps you pass tricky spots.

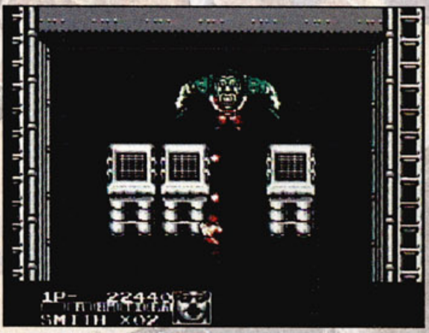


Contra Force's player select menu puts up to four on the floor.

PROTIP: Don't rely on backup during boss encounters.

Short Fuse

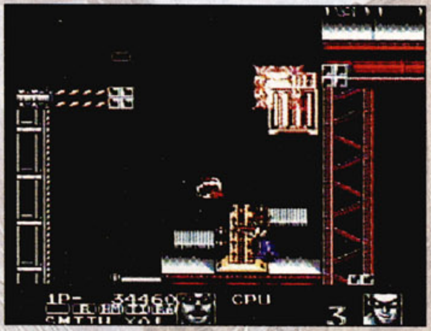
If you like to run and gun on the fly, prepare to attach super glue to your combat boots. Despite a great sounding, four-soldier setup, C-Force is the slowest-moving action cart for the NES in a loooooong time. The unfrantic pace is designed to enable you to think before you shoot, but who wants to do that? Moreover, multi-character screen clutter spells big trouble for the NES system's processor.



PROTIP: Stand still behind the barrels and shell the Level 2 missile boss. His shots will skim by your ear, but won't inflict damage.

Weak action combines with equally unmuscular level layouts. Three standard side-view stages and two top-view levels form the shorter-than-usual mission. You get unlimited continues, but slowdown plus overflowing enemies equals a rough challenge. The wild and creative alien goobers from previous Contra episodes are gone, replaced by a nondescript band of soldier strongmen.

The control is clean, but often hampered by a too-slow-to-scroll screen. Additionally, this Contra's only solid blast is the weapon power-up system, which enables you to swap between Machine Guns, Homing Missiles, and Hand Grenades by collecting toolbox icons.



PROTIP: Blast this Level 3 lever mechanism to release a giant crate. The chain reaction will propel you up the skyscraper.

Contra's formerly robust graphics suffer some downgrading in this chapter. Flicker, sparse sprite detail, and occasionally washed-out colors detract from the almost good-looking backgrounds. The music and sounds are unobtrusively average.

Unnecessary Use of Force

Konami had an awesome video game formula that worked in Contra and Super C. For whatever reason, Contra Force strays from the path and pays the price. The visuals and audios are passable, but the slow-moving, uninspired game play is the worst casualty of war. The four-character command feature is a great idea whose time should come someday. May the Force be without you.

Contra Force by Konami

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
3.5	3.0	4.0	2.5	Advanced

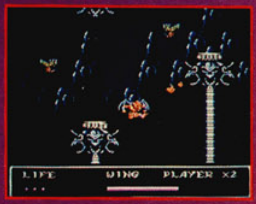
Price unavailable
Available Octotber '92
Action

Two Player
Unlimited Continues

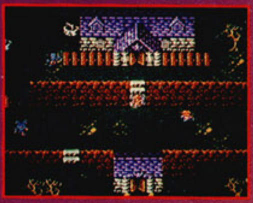
THIS GUY'S BREATH COULD KILL YOU!

GOOD THING HE'S ON YOUR SIDE!

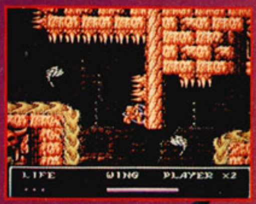
Forget the mouthwash! Firebrand, the last remaining guardian of the Ghoul Realm, must use his sizzling breath to save the empire. An unknown army has swept across the realm, smothering it in darkness. As Firebrand, you must incinerate your enemies as you find your way through the darkened realm. Ghouls everywhere will be counting on you! For once, bad breath is something to be proud of!


LIFE
WING
PLAYER x2

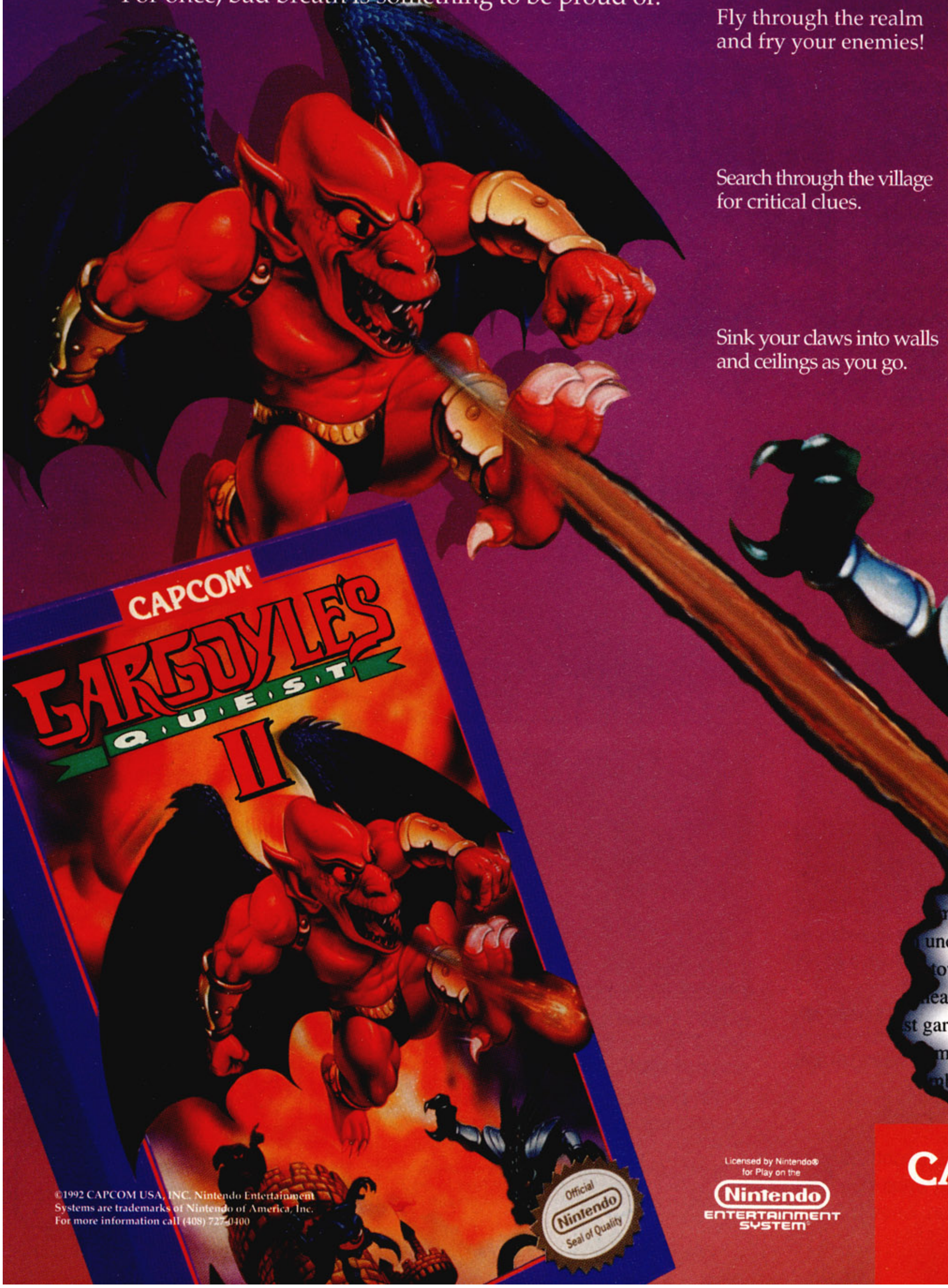
Fly through the realm and fry your enemies!



Search through the village for critical clues.


LIFE
WING
PLAYER x2

Sink your claws into walls and ceilings as you go.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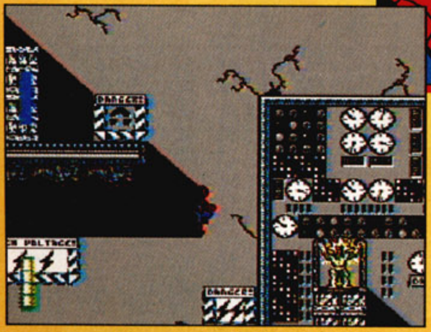
NINTENDO PRO REVIEW

By N. Somniac

Everyone's favorite arachnid superhero finally makes his first appearance on the NES in Spider-Man: Return of the Sinister Six. Having already conquered the Genesis, the Game Boy, the Sega Master System, and the Game Gear, LJN strives to make this cart live up to the heroic reputation of its predecessors. Stay tuned to see whether this Spidey swings, or gets squashed like an 8-bit bug!

Trouble Times Six!

Agreeing that Spider-Man has been their constant obstacle to world domination, several of Spidey's most fearsome foes have assembled together as the Sinister Six. Comprised of Doctor Octopus, the Sandman, Electro, Mysterio, the Vulture, and the Hobgoblin, the sole purpose of this supervillain sextet is to permanently exterminate our web-spinning superhero. Realizing the best defense against imbalanced odds is a fierce offense, you, as Spider-Man, must seek out and defeat all six supervillains before they gang up on you!



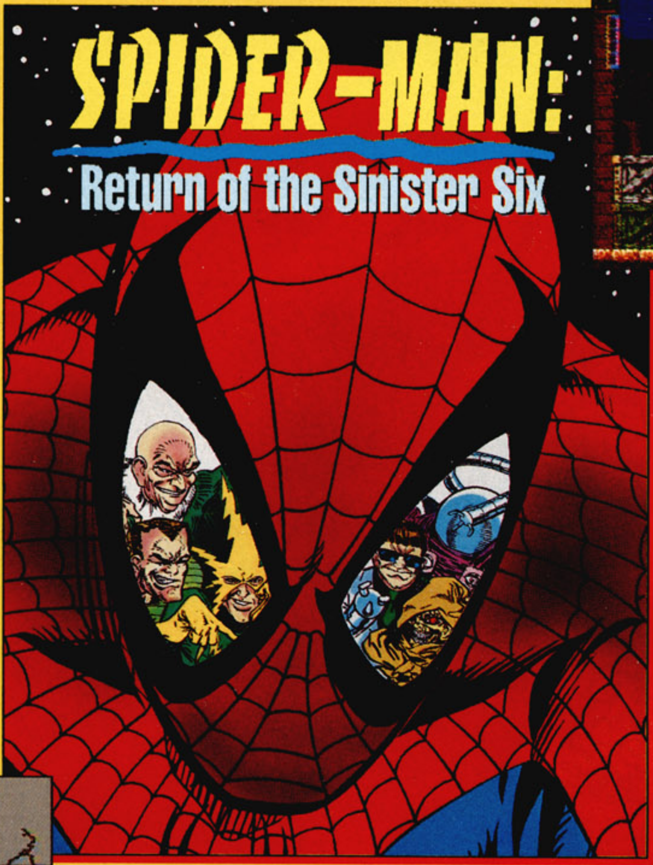
PROTIP: Electro must charge up before he fires his electric bolts. Jump away as soon as you see him charging up.

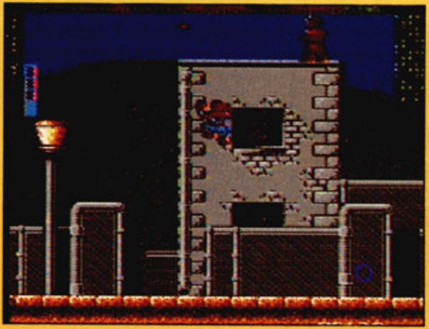
PROTIP: Pull Electro's plug by turning off the Sparks Generator. Hit Electro from a safe distance with Attack Webs until he's been turned off.

Does Whatever a Spider Can

Spidey's moves are as smooth as spider's silk. Shoot attack webs, punch, or deliver flying kicks. Run, jump, crawl, climb, and throw swinging webs to move yourself throughout the six, side-scrolling levels of this one-player game.

Comic fans will be thrilled by the cart's faithful adherence to the look and feel of the Spider-Man comic books. Working within 8-bit limitations, it makes both Spidey and the supervillains look, move, and fight on screen exactly as they appear on the printed page. The controls are super sensitive. You must have lightning reflexes and total control of Spidey to succeed in battle.


SPIDER-MAN:
Return of the Sinister Six



PROTIP: To crawl up walls faster, hold down B for an extra high jump before you start your climb.

PROTIP: In order to reach seemingly unreachable platforms, swing up to 360 degrees.

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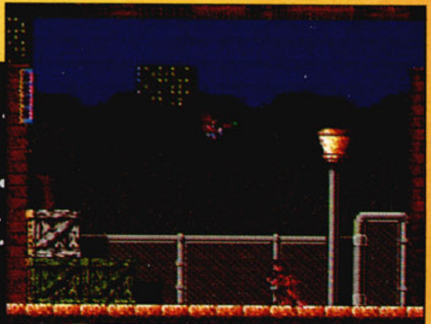
Survival of the Fittest

This cart starts off fairly easy, but soon becomes an intense struggle for survival. You start with four energy units, which decrease proportionately depending on what hits you. For example, a punch by a regular goon doesn't effect you nearly as much as the Sandman's punch. Score 1000 points and earn yourself an extra energy unit. Play for keeps 'cuz continues are limited and there are no passwords!



PROTIP: Save time and health units by swinging over or flipping over the lackeys. Save your energy for the Boss. You'll need it!

A variety of invaluable pickup items sporadically pop up throughout each level. Attack Web Fluids yield 10 shots. Other items, such as keys, TNT Detonators, and Infrared Goggles, are essential to complete certain consecutive key level tasks. Use your muscles to find the item, then use your noggin to figure out how to use it.

PROTIP: There's no time limit, so take time to find all the Attack Web Fluids and pickup items on a level.

Eight-Legged Entertainment

Spider-Man: The Return of the Sinister Six is a well-crafted, entertaining action cart worth taking for a swing. Responsive controls, an impressive variety of moves, and detailed graphics enable you to experience superheroin' firsthand. 'Nuff said!

Spider-Man: Return of the Sinister Six
by LJN

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	4.0	ADV. Advanced

$49.95 One Player
Available October '92
Action/Adventure

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Kenobi on your side and the
Millennium Falcon as your ride,
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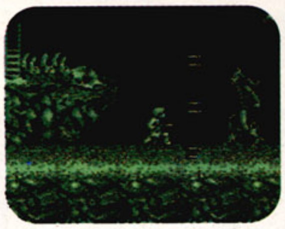
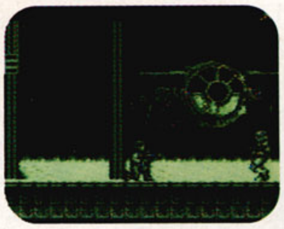
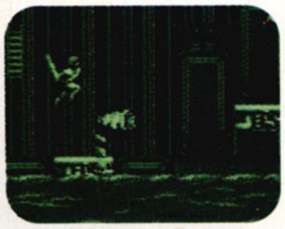


Watch out Luke! This Sand Creature throws space age fire barbs.



On Mos Eisley, stormtroopers keep Han Solo from the Millennium Falcon.



If you use your lightsaber, you can take out the Garbage Monster.

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SPECIAL FEATURE

Batman's winging his way anyway he can on your TV. Whether you're controlling his movements or watching his adventures unravel, our Caped Crusader doesn't disappoint. Take a look.

BATMAN RETURNS

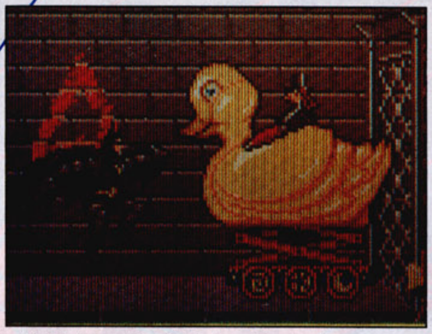
By Sinister Sister

Keep your capes on, Lynx Bat crusaders, our masked hero is back on the never-ending case. Atari has just made him more portable to round up the usual suspects – Penguin, Catwoman, and the whole nefarious gang. It's been a long time coming, but this visually stunning cart was worth the wait.

Gotham Gone Mad

Keeping in step with this summer's blockbuster movie, Oswald Cobblepot (a.k.a. the Penguin) has made a mess of Gotham City's Christmas gala. Now Bruce Wayne must put down his champagne and rev up the Batmobile for another hot chase.

Batman Returns for the Lynx is a hop 'n' bop, side-view, horizontally-scrolling adventure. You must keep Batman jumping in order to win. In fact, this game has a little too much leapin'. If Batty stops to fight or tries to beat all the guys in his path, he won't get past the first screen. Consequently, gamers gaming for battle are goners.

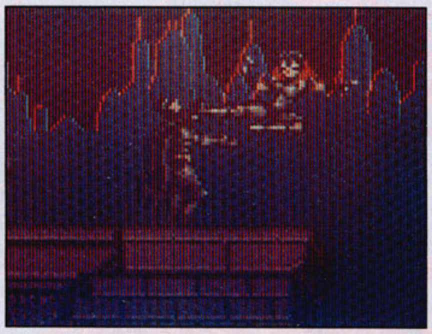


This Rubber Ducky is hard to dunk.

PROTIP: After scaling the side of the Present, wait until the motorcycle gang busts through. Then jump down and run into the Present. You'll find a nice surprise.

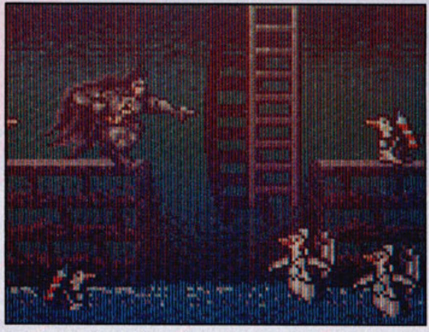
Darkness Falls on the Dark Knight

You'll find the evil gang's all here, Penguin's gang that is. He pulls out all the stops and teams up with Catwoman and Gotham City's Finest. You'll have to avoid a barrage of bullets, bombs, dynamite, and anything else that can be thrown or shot.



Forget the whip. This cat can take you out with her claws.

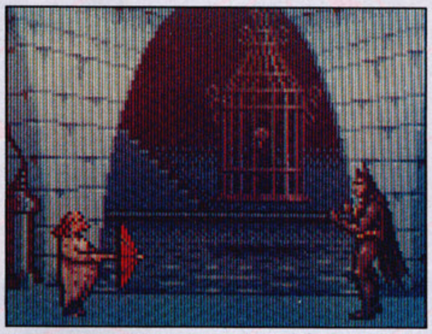
Luckily, Batman has a few Bat tricks up his sleeve. Along the way he can find Batwinged icons, which increase his points, health, or Batarang count. He can also grab Acid Vials, which give him seven vials of deadly acid to hurl at his enemies.



Time for a little cold duck.

PROTIP: You'll find 10 Batarangs behind the first stop light. Just keep jumping.

PROTIP: Word to the Wise: once you pass a powerful power-up there's no scrolling back.



It looks like it's going to be a bullet rain day.

Batman Returns' graphics alone are worth every anxious minute. They'll blow your Batmind! They're exceptionally good considering the small venue. The sound ranks high on the rockability scale, but after a few hours it drones on.

PROTIP: If you crouch in front of the mailbox that's in front of the all-glass store window, you'll be safe from the blast.

With only four levels, this game's not a long play. However, even an advanced gamer will have a hard time getting through it. Expert gamers, on the other hand, will find these four levels go by faster than you can say, "Boy Wonder." But, they won't want to miss the superb graphics scrolling past.

PROTIP: You're safer at higher levels. Walk on top of walls, ledges, and scaffolding. You won't get hit as often.

Holy Bat Blowout

Batman Returns stars your favorite characters true to form. (No, Michelle Pfieffer isn't packed in the box). Despite its somewhat monotonous game play, it's still worth Batting around.

Batman Returns by Atari

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	4.0	4.0	ADV. Advanced

$49.99
2 megs
Available now

Action
One Player

BRUCE WAYNE'S WORLD

BATMAN PREVIEWS

Batman keeps on "Returning" to every video game system. You won't be able to escape his massive wing span. So hang onto your capes, and let's take a spin around Gotham City.

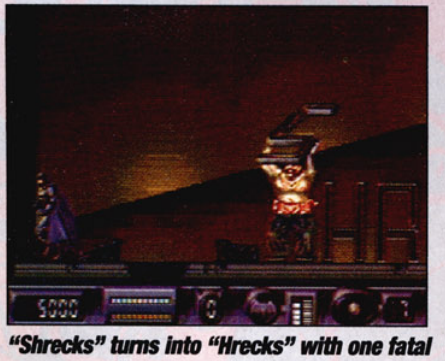
Batman Returns *(Sega CD)*

...on a disc? Yes! Since Sega's producing this game in its own Multimedia Studio and CDs have more room to run, look for Batman to assume superhuman form. Also anticipate the Gothic Batman theme song to accompany him as he tools around in his Batmobile after the infamous evil proprietors. (See Preview, page 58.)

By Sega, available Fall '92

Batman Returns *(Genesis)*

Spread your Batwings and swoop into trouble. It will, however, take more than fancy acrobatics to beat the almost indestructible duo of Catwoman and Penguin. You'll need to take that Batmobile in hand and transform it into the Batmissile. Holy Bat-Rockets!



"Shrecks" turns into "Hrecks" with one fatal strongman.

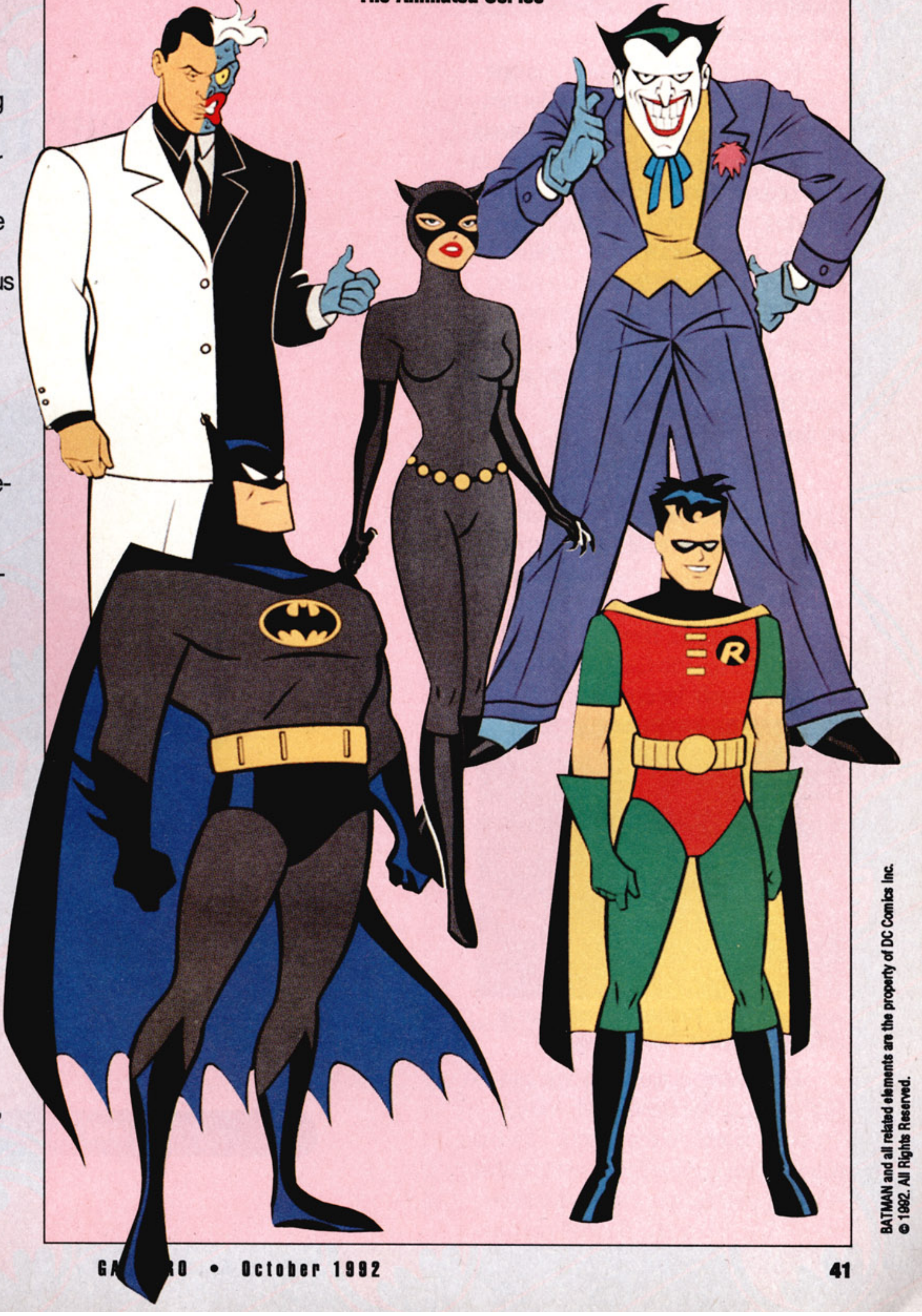
The game will use scenes of Gotham City from the movie set, so you'll relive the flick (and the crimes) in this seven-level Bat adventure. Be prepared to gasp as flying propeller blades, knives, and gaseous ice test Batman's moves and maneuvers.

By Sega, available October '92

Villains everywhere have learned the hard way that you never know when or where the Caped Crusader will appear. Starting in September, Batman "returns" in more ways than one – he's on TV! On the Fox Children's Network, Batman – The Animated Series will soar on your TV five days a week and begin to tell ½ hour long tales of the Dark Knight.

The TV cartoon will follow the classic comic book storyline. That means that the Dynamic Duo is back together! Robin, the Boy Wonder, will team-up with Batman. But when it's time to really pour it on, the Duo will become a trio. Batgirl is slated for crime fightin' duty, too. Batman's foes include all the great characters you love to hate: the Penguin, Catwoman, the Joker, the Riddler, Two-Face, Mr. Freeze, and more. Watch for the Bat Signal at the same Bat Time on the same Bat Channel in your area.

BATMAN™
The Animated Series



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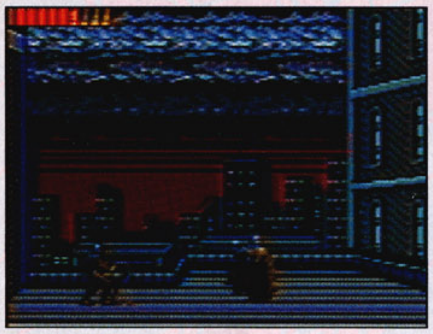
Batman Returns *(Game Gear)*

This handheld will not skimp when it comes to Bat Gear. Using actual digitized video footage from the movie, the miniature background graphics will send you soaring.



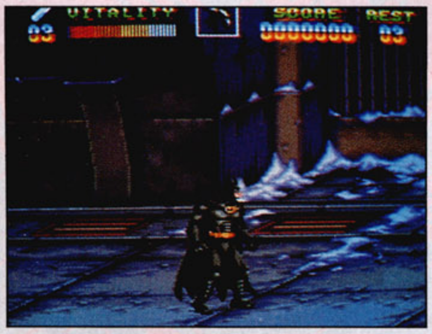
Swing low, sweet Batman.

Fortunately, Batman only has one diabolical conspirator trying to put him on ice – the Penguin. Through six levels of intense good-versus-evil fighting, Batman chases the Penguin across the rooftops of Gotham City down to the depths of the Penguin's lair. Capture him on his own turf and Penguin's a sitting duck. Be sure to keep the Batmobile, Batwings, and the Batskiboat heated up. You never know when you might want to cook this goose again.

By Sega, available now

Batman Returns *(SNES)*

Batman's been soiled, in name only. To regain his pristine reputation, he must find Penguin and set the record straight. As it happens, though, Penguin is not the only one on his tail. Seems the dirty bird has teamed up with Catwoman to whip up some trouble for our Caped Crusader.



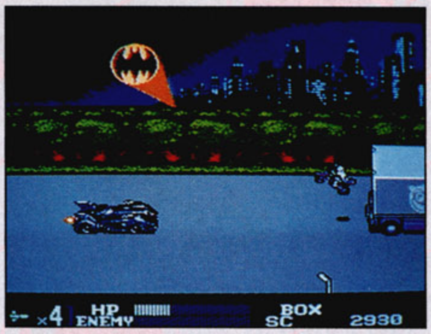
Holy Bat danger, Batman. It's not smart to stalk the streets of Gotham at night.

One or two players can hop into the Batmobile, or the Batskiboat, and join forces to overcome this affront. Flip into action in this eight-stage adventure that includes scenes from the blockbuster movie. The 3-D and 2-D views will rush you into the action. Don't get caught without an umbrella of your own.

By Konami, available January '93

Batman Returns *(NES)*

Batman's Bat Signal should be on high alert. The poisoned Penguin and the crafty Catwoman are at it again. Rev up the Batmobile and the Batskiboat, 'cuz our masked avenger will be defending Gotham City's Shreck's Department Store, sewers, and more.



The bright light of the Batsignal shines as a beacon to the Batmobile.

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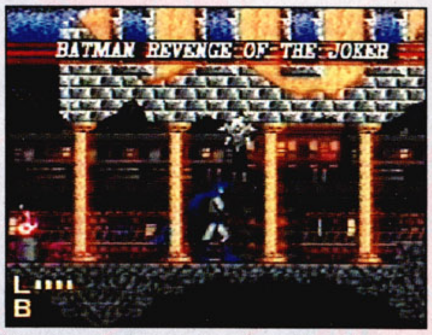
No bats in the belfry will clear his name in this six-level game. The 'Man better be at his best. Stick close to the shadows, Dark Knight, or your wings might be clipped.

By Konami, Available December '92

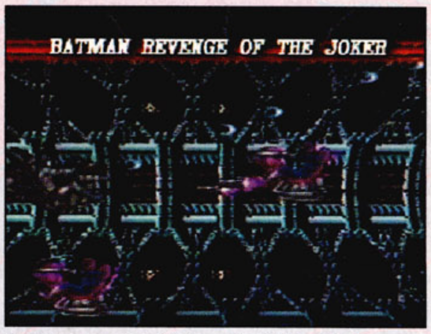
Batman: Revenge of the Joker *(SNES, Genesis)*

"Heeeeeere's Johnny." Wrong movie, but right villain. Even Jack couldn't stay away too long. The Joker's back to reek more havoc for Batman with his "personal jokes." Don't let his wit get the best of our superhero.



Our Genesis hero is in colossal trouble.

Having already conquered the NES and the Game Boy, Batman comes to life on these 16-bit systems, but not for long if the Joker has his way. Luckily, this time around, Batman is armed with totally new Batweaponry: Batarangs, Crossbows, a Sonic Neutralizer, and a Super-fueled Jetpack.



SNES owners will face chariots of fire.

This cart will feature the same story line as its predecessors. Batman must save Gotham City from the Joker's tricks. Not an easy task since the the Clown Prince of Crime has deadly plutonium in his possession. Find the Joker before he finds the end of Gotham City.

By Sunsoft, $49.95, available October '92

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VIDEO GAME GLOVES
by Champion

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Look for details on Champion Batting Gloves.

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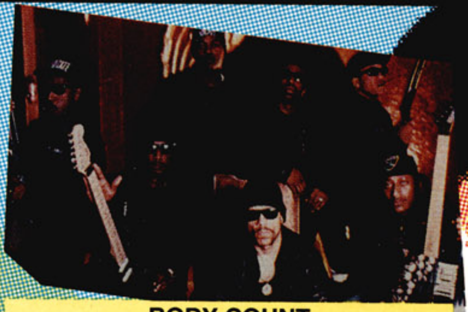
TELEVISION
TELEVISION: Call Mr. Lee Capitol

Tom Verlaine's unique and deep vocals set the tone for the timeless, innovative material on TELEVISION's self-titled new release including the new single "Call Mr. Lee". This highly anticipated album features the wild and distinctive guitar sound that was the trademark of their earlier recordings. TELEVISION is: Tom Verlaine, Richard Lloyd, Fred Smith and Billy Ficca.



BODY COUNT
BODY COUNT: The Winner Loses Sire/Warner Bros.

Ice-T (lead vocals), Ernie C. (lead and acoustic guitars), Mooseman (bass), D-Roc (rhythm guitars) and Beatmaster "V" (drums) are the revolutionary metal band Body Count. At 1991's showstopping Lollapalooza appearances, on their debut album, and on their around-the-world 1992 tour, Body Count's words and music are as tough as they are smart.

TORI AMOS
LITTLE EARTHQUAKES: Crucify Atlantic

Juxtaposing images of Charles Manson and ice cream, purring winsomely about crucifixion and violation. Through Tori Amos the rumblings of a soul are exposed. Her poetry persists, naked in its frank attempts to reconcile, or at least recognize, the disparities that surround her. Her music is unnerving, discomforting, yet absolutely compelling.

AZTEC CAMERA
Spanish Horses Sire/Reprise

Aztec Camera return to the spotlight with "Spanish Horses," the first release of their fifth Sire album. Singer/songwriter/guitarist Roddy Frame has been crafting soulful, smart pop songs for over ten years, and once again he demonstrates his talents with a beautiful collection of tunes.

KYUSS
"BLUES FOR THE RED SUN": Green Machine
Dali Records

Take 70's acid rock, add a super heavy bass and guitar sound and the result is - KYUSS - four young musicians from Palm Desert, Cal. who describe their sound as 'A fresh bong load of potent, sticky and hairy musical salvation.' "Green Machine" is the first single/video resonating

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THE BEAUTIFUL
STORYBOOK: John Doe Giant

Currently on tour, THE BEAUTIFUL's compelling combination of rock, alternative, and punk is expansive music, is the psychic purge of musically possessed and obsessed minds. Their album "Storybook" pulls you into a musical otherworld, revealing what can be when a band pursues the infinite goal of apocalyptically good sound.

PANTERA
VULGAR DISPLAY OF POWER:This Love Atco Records

"Power groove" is how PANTERA describes their sound "it's a heavy, riff-oriented feel." With non-sugar-coated lyrics which slice straight to the bone on matters of racism and close-minded self-righteousness, Pantera's angry voice supplies heavy, driving serious music to people who rely on it.

HAPPY MONDAYS
YES PLEASE:Stinkin' Thinkin' Elektra

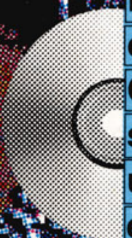
1990's PILLS 'N' THRILLS AND BELLYACHES and the hit single "Step On," drove HAPPY MONDAYS from ecstacy-stained club attraction to megawatt novas of Britain's dance-rock explosion. Produced by Chris Franz and Tina Weymouth, "Yes, Please," takes them the important next step. Prepare to move both mind and feet with HAPPY MONDAYS' new single "Stinkin' Thinkin'."

SONIC YOUTH
DIRTY:100% DGC

Gloriously unrefined, strikingly original, unafraid of controversy, SONIC YOUTH are widely acclaimed as the incontestable leaders of underground rock. Arresting both visually and musically, the "100%" video comes from their new album, DIRTY, a staggering sonic chronicle of life in and under America in the nineties.

MATERIAL ISSUE
DESTINATION UNIVERSE: What Girls Want
Mercury

Chicago's own MATERIAL ISSUE bring you the edgy pop tune "What Girls Want" from their second Mercury album Destination Universe. Hot on the tracks of their first album International Pop Overthrow, MATERIAL ISSUE is back with their signature three part harmony built around brilliant guitar work and complete with multiple pop hooks.



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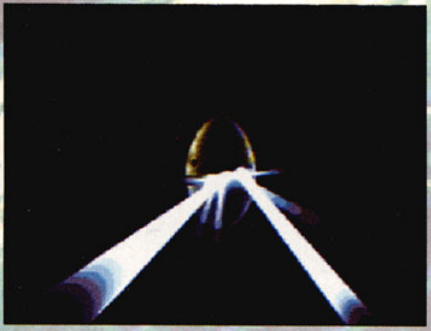
GENESIS PRO REVIEW

By Earth Angel

al·ien: a glistening thing of pure evil with razor sharp teeth that protract from its jaws to reach for its prey. It's characterized by a sloped head, protruding spine, and acid blood. Parasitic in nature, the Alien reproduces by laying eggs in host bodies.

This Time It's Hiding in the Most Terrifying Place of All!

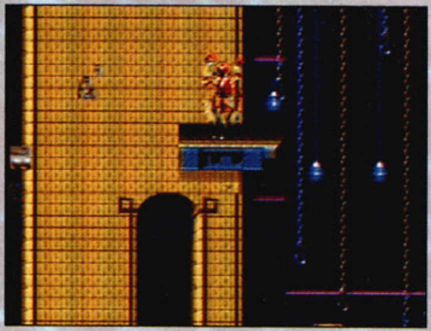
It's been almost 15 years since America met the Alien and Alien assault specialist, Ellen Ripley. After surviving two blood-curdling big-screen battles against Aliens, Ripley's ready for Round Three in the movie and Round One in the video arena. In this Genesis adventure, one person stands between the Aliens' total domination of the planet and possibly the universe – you!



In space, no one can hear you scream.

When you step into Ripley's combat boots, your Marine Warship, the SULACO, has just crash-landed on Fiorina-161. There are no survivors, save Ripley and a nasty Alien stowaway. Fiorina, once a mining colony, is now a prison – and one big smörgasbord for the hungry Aliens.

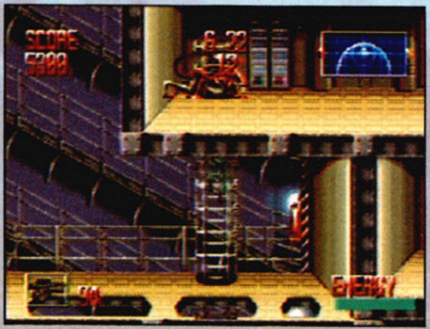
Alien 3 presents a varietal horde of missions through its vertically- and horizontally-scrolling stages. During Rescue stages, Ripley's goal is to release all the prisoners before time runs out. In Exterminate stages, she must hunt and kill as many Aliens as she can within a set time limit. In Mission stages, she's got to rescue prisoners and destroy Aliens.



PROTIP: At the end of a Rescue stage, all the prisoners you fail to save experience instant death, of the Alien-chest-bursting variety. It's gross to watch, but very useful since you'll be able to pinpoint the location of all of the prisoners you couldn't find!

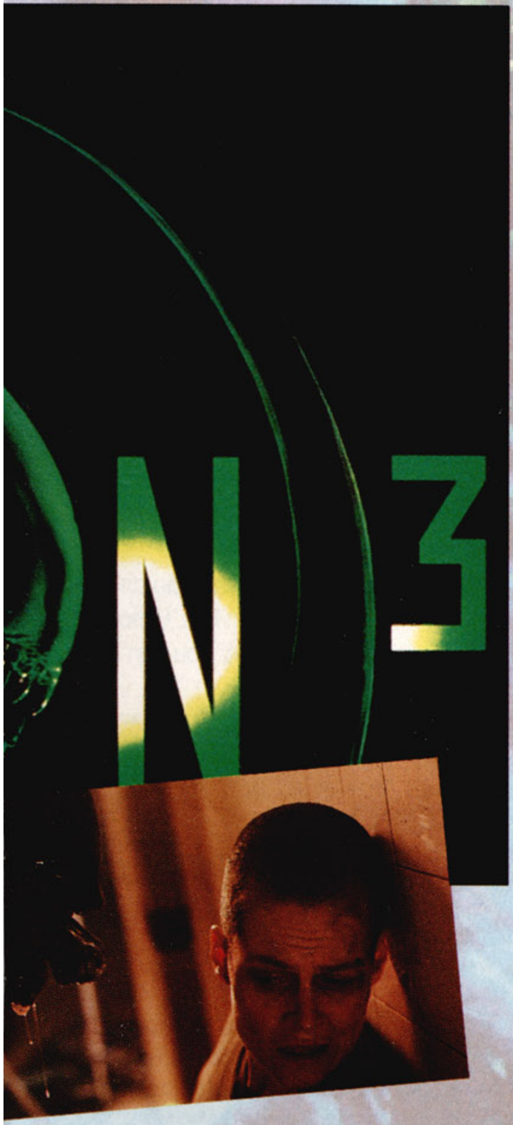
Have You Hugged Your Face Today?

There's a load of Alien nasties creeping, crawling, and slinking their way through every dreary nook and cranny of the prison colony. Adult Aliens creep, crawl, and crash out of every passage. They'll rush you rapidly from offscreen and even drop from above to land on your head.



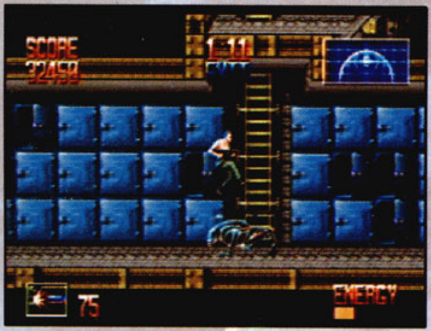
PROTIP: When you climb a ladder or crawl along a passageway, it's a good idea to fire your weapon every few seconds to blow away surprise Aliens.

PROTIP: When an Alien's lurking on the other side of a door, toss a Grenade to blow the door up, switch to another weapon before the Grenade explodes, and



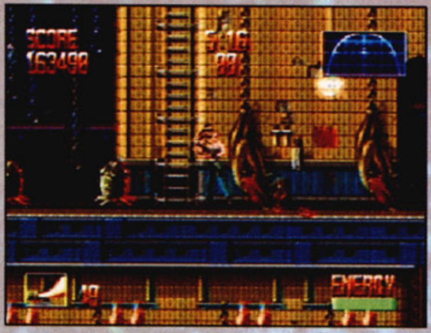
then fire immediately. You'll take out the door and the Alien simultaneously.

PROTIP: Use parallel platforms and ledges to nail Aliens that hang upside down from the ceiling. It's easier to destroy them while they're hanging then to battle them face-to-jaws.



PROTIP: Don't panic. You can leap over a crawling Alien.

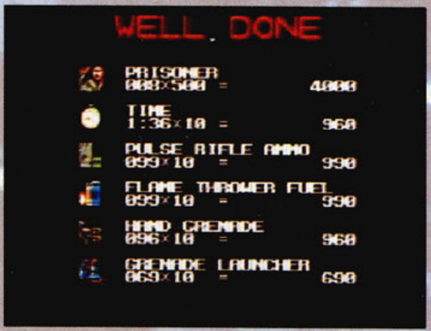
Facehuggers are deadly little parasites that are looking to plant a baby Alien inside of you! When one of them latches onto Ripley's head she loses Energy rapidly. When you discover Alien pods, which are major hatching grounds for new Aliens, destroy them immediately.



PROTIP: Shake Facehuggers loose by rapidly hitting Left and Right.

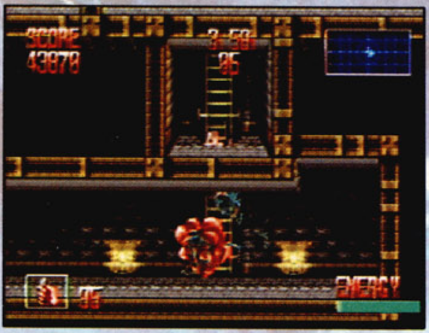
Armed and Dangerous

In Alien 3 the movie, Ripley and her prison companions were unarmed. In Alien 3 the game, Ripley's packing more firepower than you're gonna know what to do with – but you're gonna need it all. You begin the game armed with limited quantities of Hand Grenades, as well as limited ammo for your Machine Gun, Grenade Launcher, and Flame Thrower. Power-up items lie throughout the prison. Grab them to replenish your ammo. Swap weapons as needed.



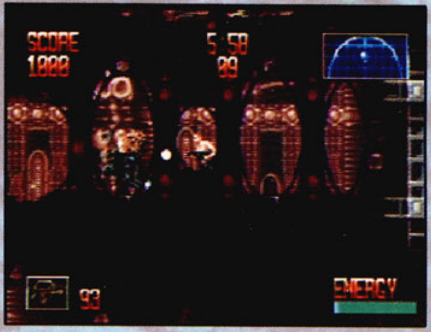
```
WELL DONE

PRISONER
008X500 =              4000
TIME
1:36X10 =               960
PULSE RIFLE AMMO
099X10  =               990
FLAME THROWER FUEL
099X10  =               990
HAND GRENADE
096X10  =               960
GRENADE LAUNCHER
069X10  =               690
```

PROTIP: The Grenade Launcher is Ripley's best weapon. It destroys Aliens with one blast and fires long-range. Don't forget to tag Aliens offscreen.

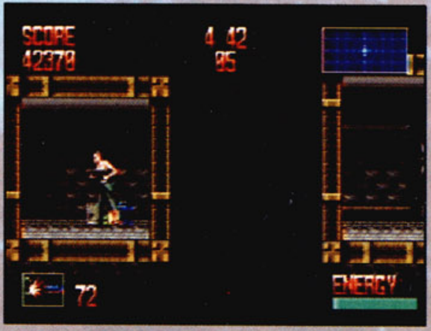


PROTIP: The Hand Grenades come in handy when you've got Alien problems below you.

Ripley's got a Radar device that pinpoints Aliens on the move, as well as the location of prisoners. You must continually snag batteries to keep the device charged.



PROTIP: Don't rely on Radar for protection. Aliens move very fast, and you'll be caught napping if you're staring at the Radar screen waiting for something to happen.



PROTIP: At the beginning of Stage 2, jump backwards through a secret passageway for a pair of power-ups.

Do It for Newt!

Alien 3 balances straight-up arcade-style action with enough tension to effectively capture the nail-biting mood of the movie. The graphics have a Rolling Thunder look and a palatable gore factor. Cool tunes round off the mood, and the sound of a shot destroying an Alien will send a chill down your spine. Yup, we liked it alot! Just remember: "In space, no one can hear you scream," but when you scream in the living room, everyone's gonna hear you!

Alien 3 by Arena Entertainment

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.5	4.0	4.5	ADJ. Adjustable

$49.95
Available October '92
Action

One Player

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GENESIS PRO REVIEW

R.B.I. BASEBALL 4

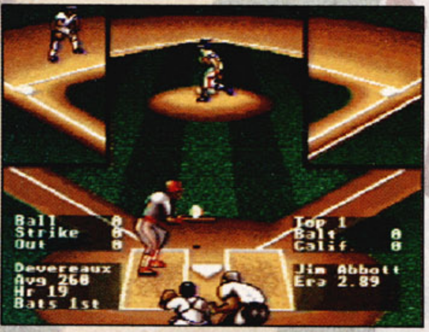
R.B.I. 4
BASEBALL

By Athletic Supporter

Tengen trots out its fourth edition of the popular RBI Baseball just in time for the divisional play-offs and the World Series. It couldn't have come at a better time, and Tengen couldn't have done a better job! RBI Baseball 4 packs better baseball, more features, and more options than its three predecessors combined.

Welcome to the Bigs

This cart's a video Big Leaguer's dream come true. Since the game is licensed by the Major League Ball Players' Association (MLBPA), you get all 26 Major League teams and their players, whose abilities are based on the 1991 season's stats. But that's not all. You also get both the American League and the National League All-Star teams from '91 and all the divisional winners from 1983 to 1990!



PROTIP: Use the bunt. Even at the hardest level, the infielders never play up and the pitcher is usually too slow off the mound to make the play. For an almost sure run every time, bunt with a man on third.

RBI 4 is no one-dimensional game. In addition to the routine single-game mode, you can play a seven-game series against an entire division or face each team in the cart. Beat all the teams, and you get a shot at a "secret" super team.

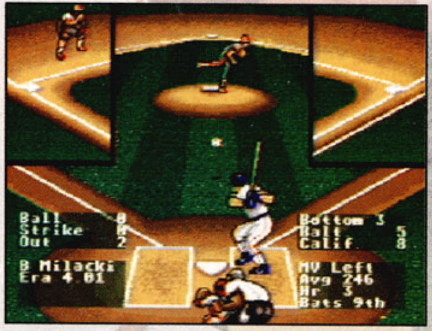
Strength in the Number Four Spot

RBI 4 is the class of the RBI Baseball teams. The graphics are cool. The motion of the pitchers and the hitters is more life-like than in RBI 2 and 3. Each of the 26 Major league stadiums is represented in vivid detail. The soundtrack still belongs in the minors, but thankfully it can be turned off.

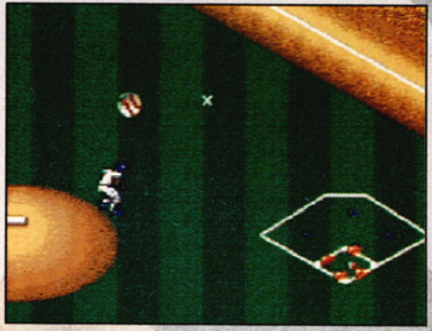
RBI Baseball 4 has also added a Home Run Derby contest and a Game Breakers mode. In the Derby, you can pick the top sluggers in the league and go head-to-head against a friend. Game Breakers is situational baseball with 15 pressure-cooker scenarios.

Hey, Batter, Batter, Batter

This cart isn't a typical arcade baseball game. Pitchers tire, so as a manager you've got to earn your pay.



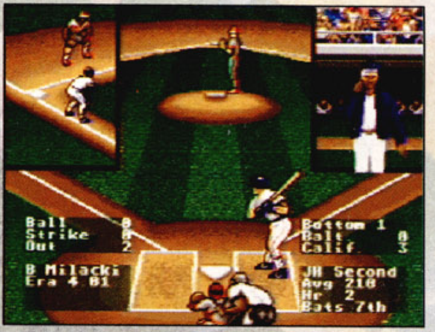
PROTIP: Pitch the first ball inside to back the batter off the plate. Then pitch one outside. Get it just off the plate, and the batter will almost always hit an easy grounder to either second base or shortstop.



That's baseball.

Any Big Leaguer knows that baseball is 90 percent pitching and this cart doesn't disappoint. In addition to the regular fastball, curve ball, and change-up, RBI 4 has two new pitches. There's a mean Spitball, which would make Gaylord Perry proud, and a Pitch Out to catch the Ricky Hendersons of the world. However, the men in blue will catch on to the spitter after awhile, and then your pitcher's sent to the showers early.

In the field, your players can dive for grounders or leap for high flys. Unfortunately, your defense is set. You can't adjust field alignments.



PROTIP: Stay back in the batter's box. If you crowd the plate, the computer loves to throw heat inside. Not even Cecil Fielder can get around on these pitches.

PROTIP: When men are on first and third, send the runner on third towards home plate. When the defense throws home, send the runner on first to second. Just before the runner going home reaches the plate, send him back to third. Everyone's safe and you've advanced a runner into scoring position.

Outta the Park

This is a NC-er, baby! No contest! If you like fast Major League baseball action, let RBI Baseball 4 take you out to the ball game.

RBI Baseball 4 by Tengen

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.0	4.5	ADJ. Adjustable

$54.95
8 megs
Available Sept. '92

Sports
Two Players

IF YOU CAN GET TO THE 12TH ROOM, MUTOID MAN GREETS YOU WITH ROCKET LAUNCHERS & LASER BEAMS! IF YOU SURVIVE, THE PLEASURE DOME AWAITS...

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PREDATOR 2

By Andromeda

TOP SECRET!
CLASSIFIED DOCUMENT!
EYES ONLY!
SHRED AFTER READING!

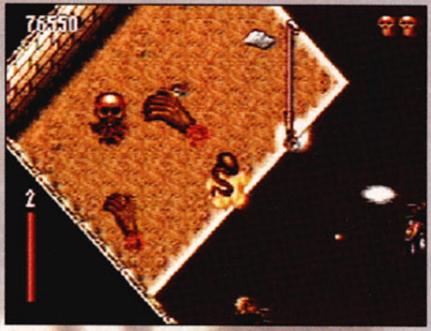
Date: August 15, 1997
To: Lt. Michael P. Harrigan, LAPD
Subject: A State of Emergency

Los Angeles is a war zone. Rival gangs are battling it out in the streets. Contraband drugs are everywhere. Many officers are being held hostage, and there have been a series of bizarre, unexplainable murders. Your mission, Officer Harrigan, is to eradicate the gangs, confiscate the illegal drugs, and rescue the hostages. You are also to investigate the mysterious murders taking place throughout the city.

Hunter or Hunted?

With these orders you hit the streets to clean up a crime wave that'll curl your hair. Predator 2 is run 'n' gun, shoot-or-be-shot, one-player, vertically- and horizontally-scrolling action with a ¾ overhead view. Roughly based on the movie, Predator 2 the game pits you, as Lieutenant Harrigan, against rampaging gang members and a mysterious force of extremely violent aliens. If you think the odds sound impossible, not to worry. Predator 2's bark is definitely worse than its bite.

In each of the game's seven levels, your object is to rescue a certain number of hostages scattered throughout the level and then exit. You hunt through such diverse locales as the streets of the city, a slaughterhouse, and the subterranean alien headquarters. As you search for each hostage, you confront hordes of gang members toting everything from sawed-off shotguns to chain saws. Your strategy in every level is quite simple: run, shoot, and grab hostages.



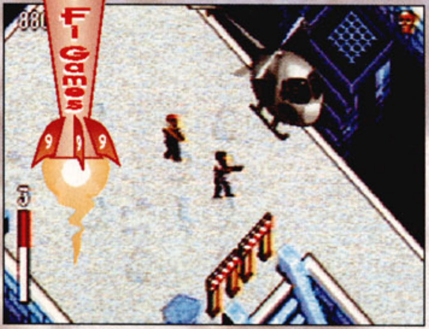
PROTIP: Once the hostages are safe, the Predator's going after you. Keep dodging and weaving or you're mincemeat.

There is one complication. The Predators, alien bad guys with voracious appetites for human flesh, are busy hunting up dinner. They're happy to snack on defenseless hostages, and they're messy eaters. You've got to reach the hostages first, or it's shake and bake.

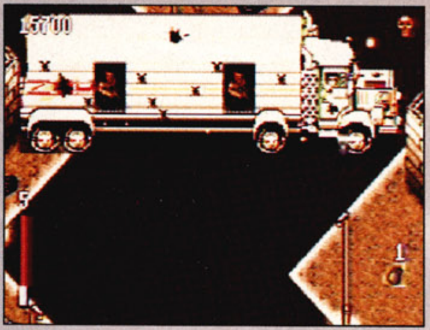
PROTIP: Watch where the Predator's target moves. It'll give you clues as to the location of hostages.

Reasonable Force

Your mission would be totally hopeless if you weren't as well armed as the gang members, but you are! Power-ups abound in the form of more powerful weapons (grenades, rifles, scatter guns, and sawed-off shotguns). These weapons easily enable you to hold your own against gang members, as well as the various vehicles they use.



PROTIP: For super power-ups, blow up large vehicles, such as helicopters and taxis.



PROTIP: To destroy the giant truck at the end of Level 6, run to the right and fire at the truck's cab until the entire thing blows.

PROTIP: It's hard to fire accurately on the diagonal. Your best bet is to hold down Button B (which holds your character in the direction it's facing). Then press left and right on you control pad to take out waves of attacking gang goons.

Human weaponry, however, won't make much of a dent in alien skins. You can stun Predators with regular weapons, but to destroy them you must capture actual alien weapons, such as the Spear and the Flying Disk.

PROTIP: You won't survive Level 7 without alien weapons.

Let Us Prey

Predator 2 is a sort of Ikari Warriors or Guerilla War with a science fiction theme. The graphics and sound don't really show off the Genesis' capabilities. Although, nice digitized movie images appear between levels. Challenge-wise, the game is adjustable. However, advanced gamers won't break a sweat even on the hardest setting – especially with the password feature. Predator 2 is definitely the weaker of Arena's two alien titles (see Alien 3 in this issue) but run 'n' gun fans just might want to hunt it down.

Predator 2 by Arena Entertainment

Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
3.5	3.5	3.5	4.0	Adjustable

$49.95
Available now
Action

One Player
Passwords

LIGHTS! CAMERA! ACTION!

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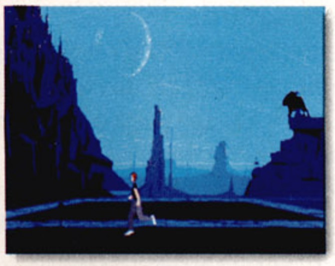

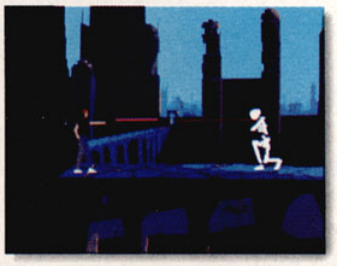

- *Cinematically styled, rotoscoped animation*
- *State of the art, real-time, polygonal graphics*
- *Continuous mix of digitized sound effects and musical score*
- *An action/adventure game that actually tells a story*

Being a hero is hard work, and you'll experience it first-hand as you run, jump, dodge, and shoot your way across a hostile world of deadly earthquakes and alien monsters. So, grab your hat and whip, charge up your blasters, and get ready to star in your own movie that'll take you *Out Of This World*™!

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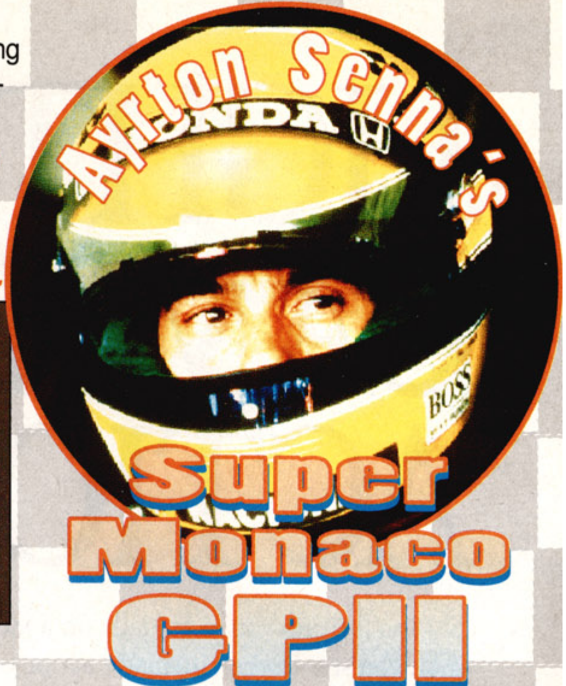
GENESIS PRO REVIEW

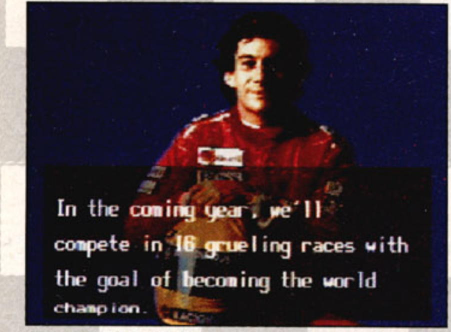


By Capt. Controller

Okay, race fans, start your Genesis engines for the ultimate challenge. Slide into the driver's seat of your high performance Grand Prix racer and get ready to go head-to-head and wheel-to-wheel with the world's top ranked Formula One driver, Ayrton Senna.

Pre-race Prep

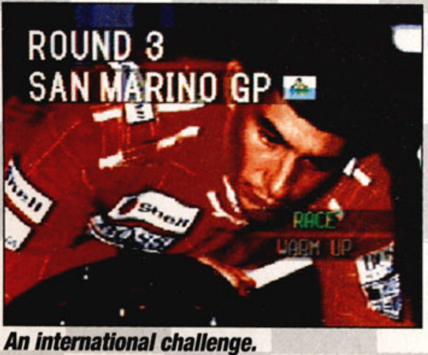
Ayrton Senna's Super Monaco GP II by Sega is the class of the Genesis tracks. The cart features 19 action-packed, international, race courses. You can compete in the Senna GP (across three tracks) or in the World Championships.



In the coming year, we'll compete in 16 grueling races with the goal of becoming the world champion.

Meet Ayrton Senna!

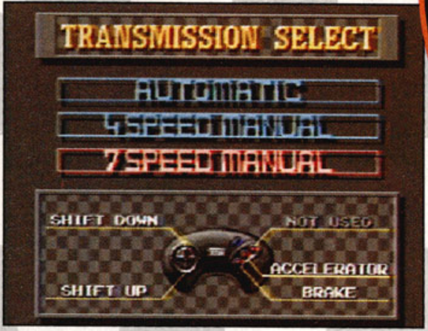
If you've mastered Super Monaco GP I, you'll have no problem polishing up your driving skills in this fresh thrill. If you're new to the video driving game, you'd better burn rubber in a few practice laps to prepare for the tough competition ahead.



An international challenge.

Unlike Super Monaco GP I, setting up your car in SMGP II is simple. The modifications you can make are limited to the important nitty gritty. All you really need to consider is your transmission, which can be Automatic, Manual 4H Speed, or Manual 7-Speed. Controlling the car in automatic is the easiest since it requires minimal controller action during a race. However, the manual transmissions are faster.

PROTIP: Use the Practice option to learn the layout of each track. This will give you an extra edge during your Preliminary Race (1 lap), which determines your starting position in each main race.



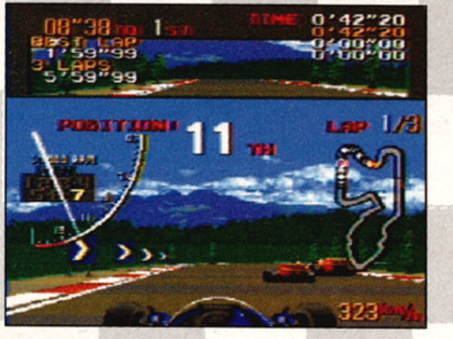
Pick your transmission.

On the Track

Once you establish your starting position in the Preliminary Race, it's time for the all-out competition to begin. Becoming the world's highest ranking Grand Prix driver isn't an easy task.

You'd better strap yourself in, because this game's a serious tire-screecher! Reckless drivers won't have a prayer of beating GP II, which requires quick reflexes, video driving skill, and a manic need for speed. During each race, you have to do more than outdrive the competition. You must race against the clock to beat the track's fastest lap times.

PROTIP: If you didn't qualify for a high starting position, you can quickly pass two or three cars at the start of a race by stomping on the gas as soon as the starting gun fires.



PROTIP: Look for the yellow and blue, or the yellow and red, directional arrows before each major turn. Begin your turn as soon as they appear!

PROTIP: The easiest way to pass cars is on turns. Check out the on-screen course layout to plan your passing strategy.

II or I?

It's a close finish, but Super Monaco GP II noses out GP I. Super Monaco GP I is a great, ultra-fast driving game, and Super Monaco GP II fires up equally intense action with exceptional controls. Although there are subtle differences between the games (instead of GP I's motor babes introducing each round of races, GP II features digitized photos of Mr. Senna), the overall game play and the first-person, behind-the-wheel perspective is extremely similar. Those factors being more or less equal, GP II gets the checkered flag. Its graphics, especially the backgrounds, are clearly superior to GP I's, as is the quality of the digitized voice and the realistic sound effects.

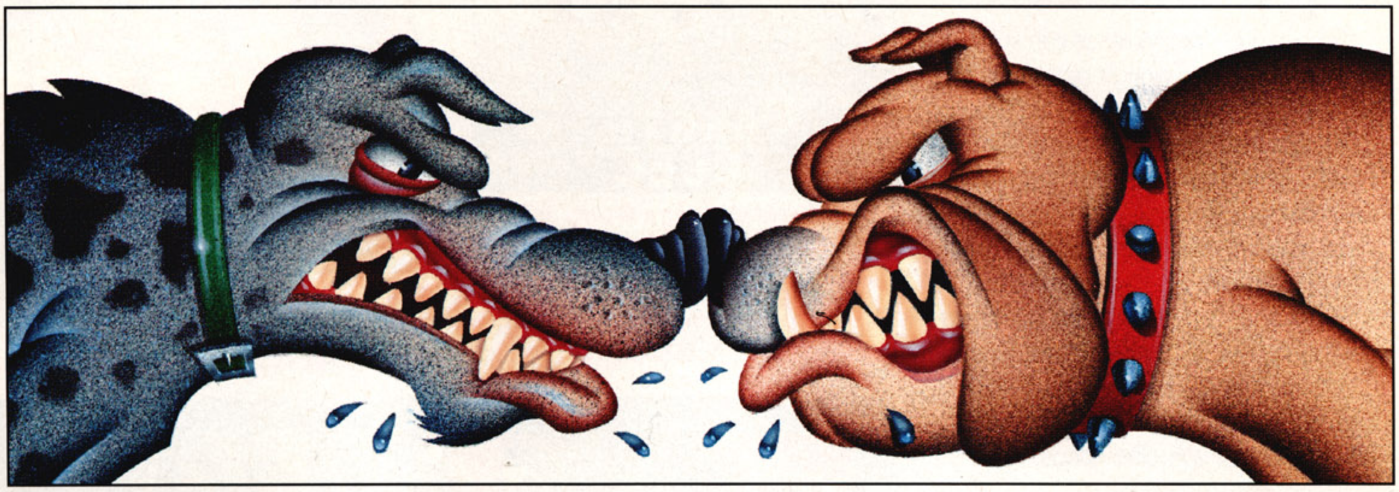
This adrenaline-pumping, driving simulator plunges you into Grand Prix racing. If you fancy yourself a pro video driver, stay on track with Ayrton Senna's Super Monaco GP II.

Ayrton Senna's Super Monaco GP II
by Sega

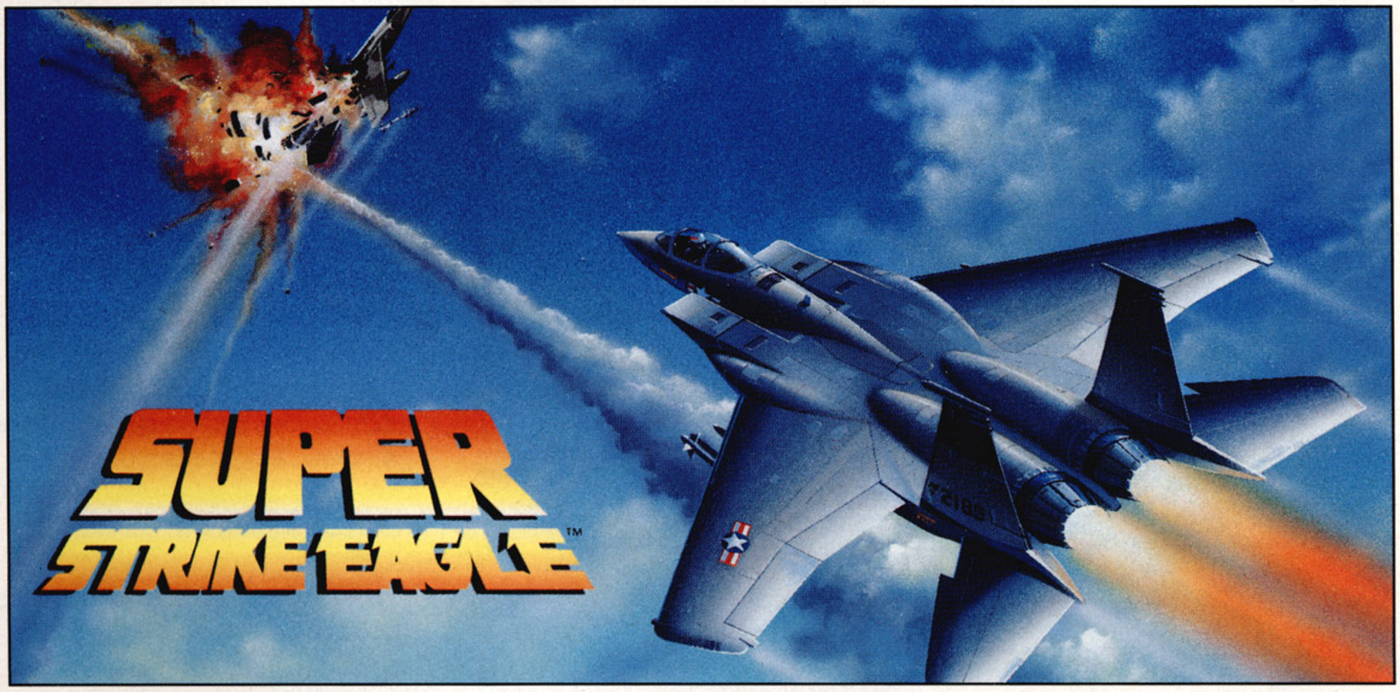
Graphics	Sound	Control	FunFactor	Challenge
				ADJ.
4.5	4.0	4.5	4.0	Adjustable

$54.99	Sports
8 megs	One Player
Available September '92	Six Save Positions

You've Seen Dogfighting.



Now Experience Super Dogfighting!



Beads of sweat crawl into your eye sockets. Chills shoot up your spine. Fingers fumble for control. That's what you can expect when you squeeze into the cockpit of Super Strike Eagle, the most realistic flight simulation ever created for the Super NES™

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SUPER NINTENDO
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GENESIS PRO REVIEW

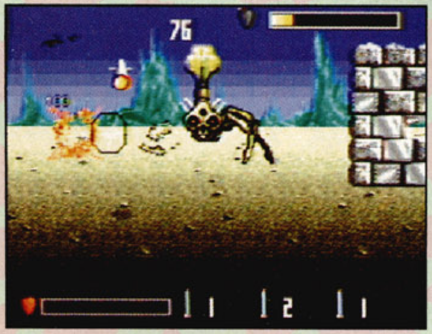
By Captain Meat Cleaver

Yes, violence can solve the world's problems! Flash forward to the year 2140, when an alliance of savage Super Powers carves up the galaxy. High-ranking Federation leaders call upon Barret Jade, supreme 'mech warrior, to terminate nine cyborg ambassadors of bad will.

Win and the Federation achieves an everlasting peace. Lose and you're relegated to scraping sewage from the backwaters of the solar system. The future is in your iron-clad hands.

Man in Machine

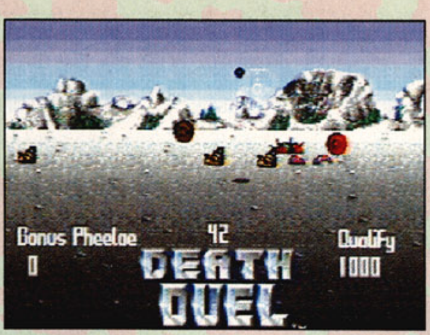
RazorSoft's Death Duel is a first-person Genesis prize fight with graphic blow-'em-away action and an appetite for destruction. You, as Barret, climb aboard the titanic A-7 Trinity Rote Cyborg and battle nine buffed 'borgs. Duel's cockpit display mimics the first-person perspective familiar to Operation Wolf vets, and the shooting game play is easy to grasp.



PROTIP: Press your fire buttons in sequence to launch multiple missiles without reloading.

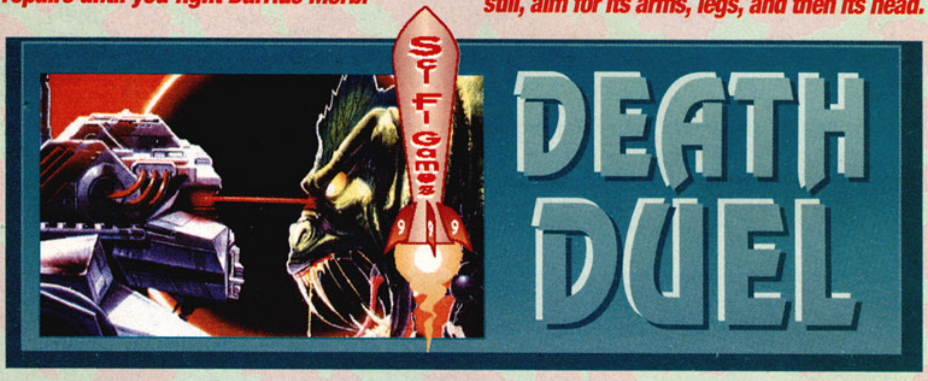
Arms Race

Prior to each one-on-one combat, you prove your mettle in a timed qualifying round. The sniper sequence tests your aim against scorpions, worms, slugs, snails, flying fish, and similar creepy targets. Beat the clock, and you'll score a mess of Pheelae (cash). Take your winnings to the Weapons Dealer and arm your three cannons to the teeth with the finest death tools money can buy. Experiment with Grenades, Energy Rings, SloMo Clouds, Mines, Homing Rockets, and more.



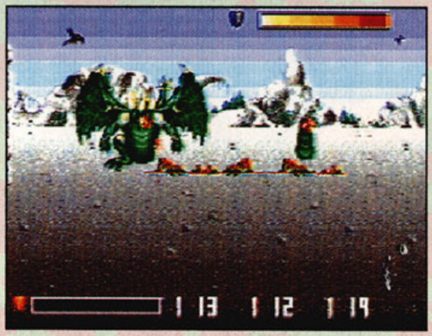
PROTIP: Avoid shooting a Gravity Sphere during the Qualify segment or you'll suffer a penalty.

PROTIP: Conserve Pheelae. Don't purchase repairs until you fight Darrius Morb.



In Your Phaser

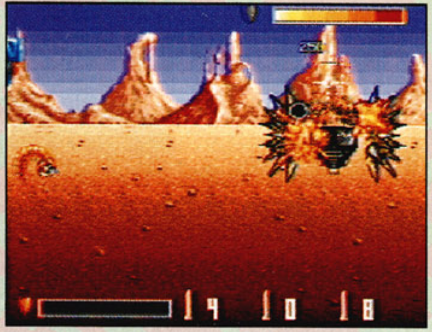
It's blast-or-be-blasted time when the mistress of mayhem gives the signal. Death Duel's winner-takes-all combat forces you and the opponent to simply shoot, shoot, shoot 'til someone drops dead. Movement is confined to left and right, and the cursor toggles between gun sight and screen scrolling.



PROTIP: For a quick win, machine gun and shell Shanox Moisail's legs, then its wings, and finally its head.

PROTIP: Scroll your opponent onto the edge of the screen, then fire away as it hops back and forth.

Walls provide temporary cover. You can run, but you can't hide when the computer blasts the barriers to bits! Strategic destruction of limbs, guns, and bodies is your ticket to a glorious victory. RazorSoft scores another blow against censorship. The entrails spurt freely with every decapitation!



PROTIP: Use missiles to deal a death blow to the Xerain Ogre, Krax Xarton. When it stands still, aim for its arms, legs, and then its head.

PROTIP: Press your advantage and don't allow the computer to regenerate lost limbs.

A Most Dangerous Game

Death Duel's looks do kill! The Blood Factor's outta sight, with severed 'mech and monster parts flying across the screen. The audio also pumps out some good sounds. However, game play's fairly simplistic. More maze movement and a two-player split-screen feature would make Duel a true run-'n'-gunner's delight.

Death Duel stands as the only 16-bit shooter cart of its breed. So, of course, it mows down the competition. For a solid round of 3-D zap-'em-up gaming, RazorSoft's latest delivers a tough, no-continue challenge with fire power to spare. Slam Death Duel into your Genesis, and let the games begin!

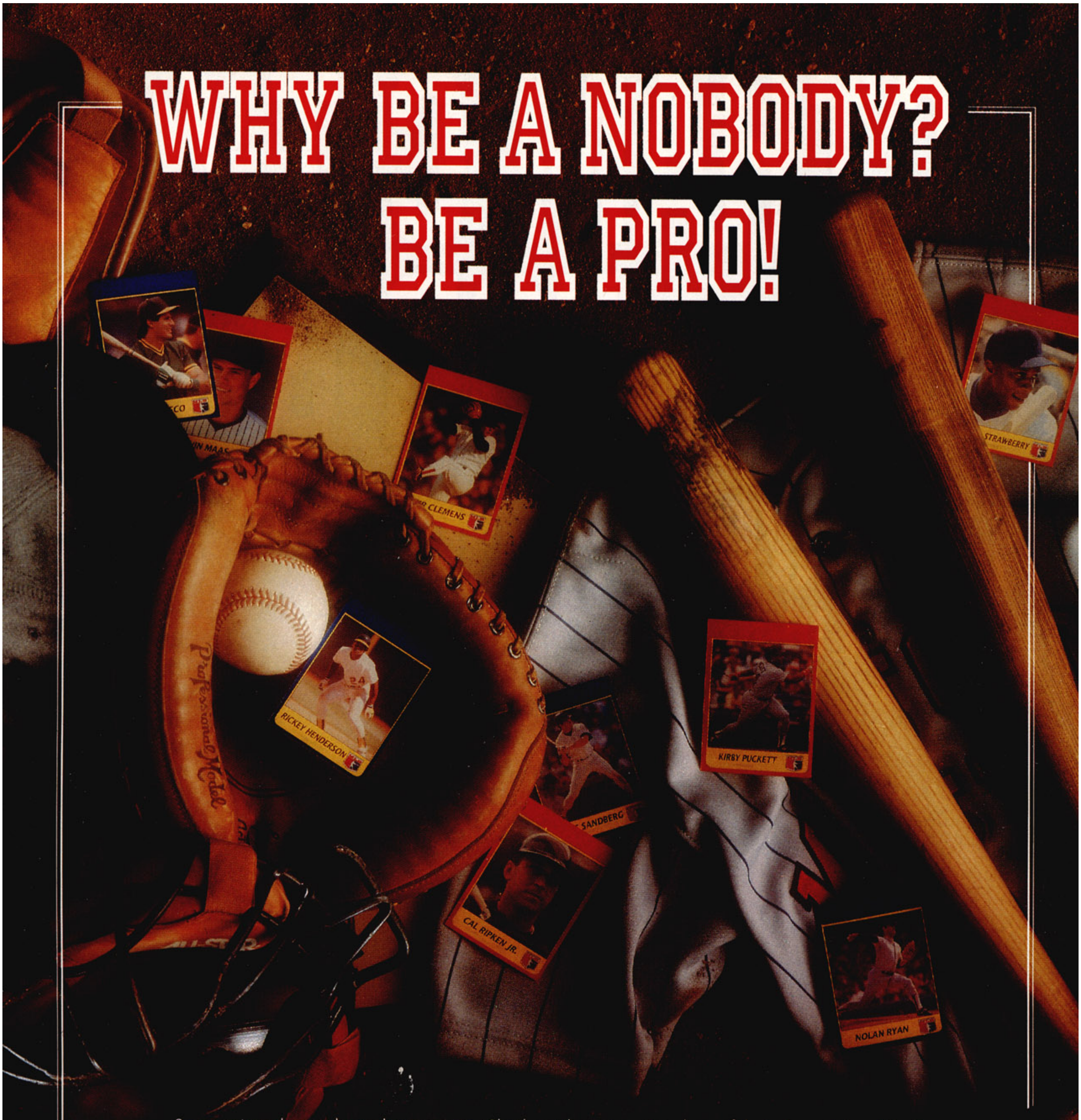
Death Duel by RazorSoft

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	4.5	3.5	ADJ. Adjustable

$59.95
8 megs
Available October '92

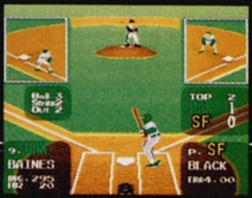
Action/Shoot-em-Up
One Player

WHY BE A NOBODY? BE A PRO!


CO
IN MAAS
CLEMENS
STRAWBERRY
RICKEY HENDERSON
Professional Model
KIRBY PUCKETT
SANDBERG
CAL RIPKEN JR.
NOLAN RYAN

Some games claim to be realistic: we are. Check out the rosters. Ever hear of their players? Larry? Joe? Super Batter Up is packed with actual Major League Baseball Players and their statistics. We've analyzed RBI, ERA, home runs, stolen bases, errors, speed, and throwing ability data to insure that our game plays like the real thing. From the national anthem to the 7th inning stretch Super Batter Up delivers the baseball action you deserve. Don't be an average Joe: You can be a baseball hero.

- One or two players.
- 8 megs of realistic graphics.
- 26 teams.


Ball 3
Strike 2
Out 2
TOP 2
1
SF 0
9.
BAINES
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HR 23
P. SF
BLACK
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namco
Nintendo
BATTER UP
SUPER NINTENDO

namco

NAMCO HOMETEK INC. 3255-1 Scott Blvd. Suite 102, Santa Clara, CA 95054-3013

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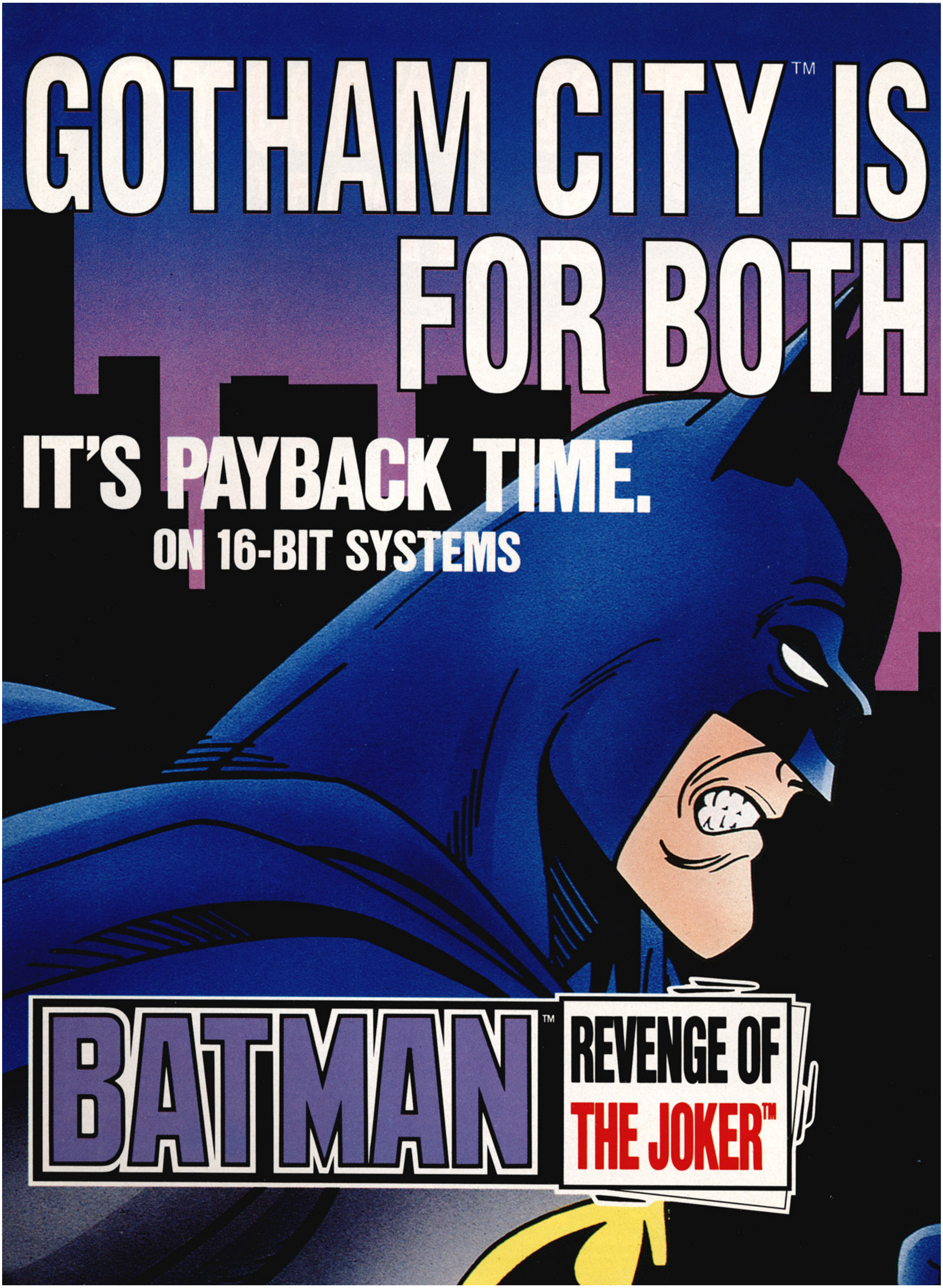
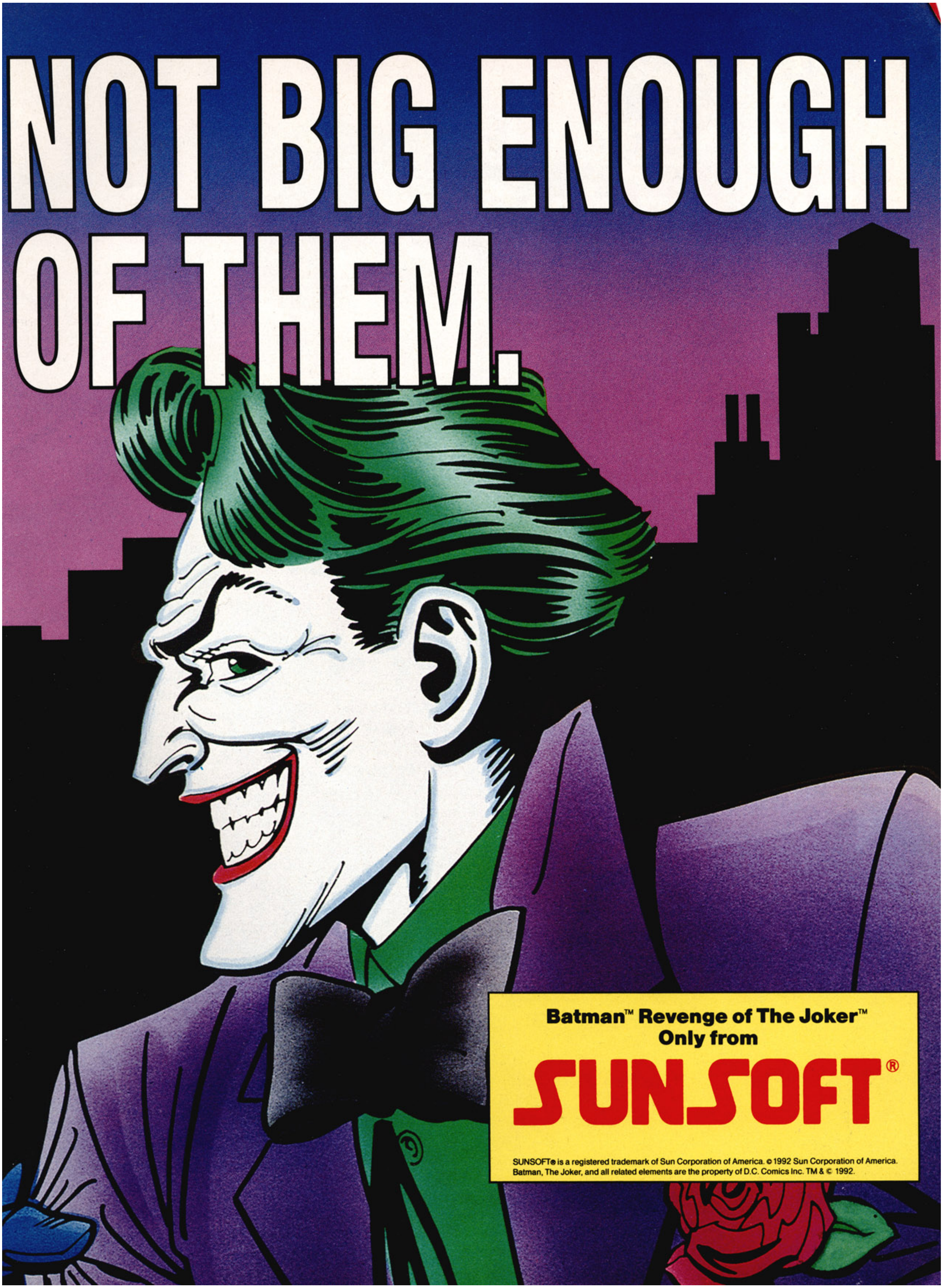

GOTHAM CITY™ IS FOR BOTH
IT'S PAYBACK TIME.
ON 16-BIT SYSTEMS
BATMAN™
REVENGE OF THE JOKER™



Batman™ Revenge of The Joker™
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SPECIAL FEATURE

The Sega CD–Disc-tinctly Sega

GENESIS
SEGA
compact disc
SEGA
SEGA
SEGA

Turbo Technologies may have fired the first shot in the compact disc revolution (see page 96, this issue), but one of the big guns is set to return fire. The Sega CD is scheduled to make its debut in the first part of November.

Setting the Stage

The basic Sega CD hardware's been out as the Mega CD in Japan for almost a year (see GamePro, "Putting the Spin on CD Systems," July '92). The Sega CD will double your fun by connecting its MC68000 processor to the MC68000 in the Genesis and piggybacking on top of the game unit.

In addition to their third party software developers, Sega's partners in the CD push are Warner Inc. and Sony. Sony, with Imagesoft, will produce Sega CD games. Sewer Shark is one that will make it in time for the initial CD's release (see GamePro, "Sega CD Software: Fast Forward," Aug. '92). In fact, a Sony CD drive powers the Sega CD. Sony and Sega will also be sharing space in a joint venture deal that'll construct a CD stamping plant in Terre Haute, Indiana.

Two Plus Two

In order to get its discs rolling, Sega's challenge will be to make the $299 price tag palatable to American gamers. To sweeten up the package, four CDs will come bundled with the unit – two music CDs and two CD games. The two music CDs consist of one CD+G (compact disc with graphics) and one regular music CD. At press time, Sega could only say that they've lined up some "major recording artists" for the endeavor. Considering Sega's close ties to Warner Inc., the prospects are intriguing.

Sega CD gamers will also get two CD games. Sherlock Holmes Consulting Detective is ICOM Simulations' electrifying sleuthing game that made its debut on the TurboGrafx-16 CD (see GamePro, May '91). You try to match your deductive sleuthing skills against the famous fictional detective in three cases. The eye-catching graphics consist of video footage of live actors playing out the roles of Holmes, Watson, Lestrade, and a host of other characters. However, according to Sega, that's nothing compared to what's in store (or will be in stores) for CD gamers later in the year!

The other games disc is a collector's CD containing five classic Sega cartridge games: Columns, Golden Axe, Revenge of Shinobi, Streets of Rage, and Super Monaco GP I. They're all woven together with a nifty interface.

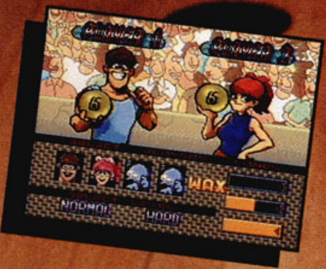
Sega expects to have 10 to 15 CD games available by next month, including Thunder Storm, Sol-Deace, Dark Wizard, Batman Returns, and NFL Sports Talk '93 Starring Joe Montana.

CDs on a Roll

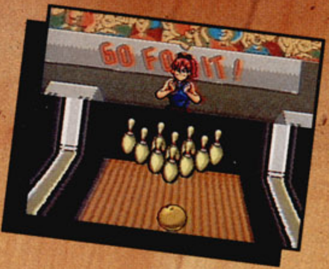
We'll spin out the Sega CD next issue. Until then, save those dimes and start your Christmas countdown.

Life In The Fast Lane.

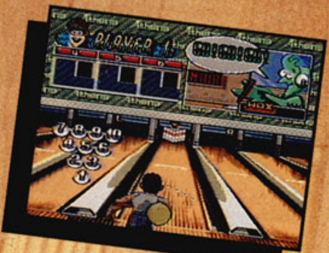
Super Bowling
LICENSED BY
Nintendo
1 TO 4 PLAYERS CAN COMPETE!
TECHNŌS
Official Nintendo Seal of Quality
SUPER NINTENDO
ENTERTAINMENT SYSTEM


WAX
NORMAL
HARD

Choose your weapon: ***Left-handed 6-pounder... right-handed 16-pounder ...and everything in-between.***



You're in charge: ***Control Lane Position, Aim, Spin and Power to find the sweet spot and drop 'em all.***



Check the conditions: ***Get a feel for the lane—things change dramatically after an oil change.***

Anything can happen on 60-feet of well-oiled pine and maple.

The thrill of a three-strike turkey. The heartbreak of a 7-10 split. The embarrassment of a 10th frame gutter-ball.

Super Bowling brings you the excitement, challenge and all the realism of bowling... except for one thing: You don't have to wear someone else's shoes.

- Action for 1 to 4 Players
- Four Cool Characters With Unique Styles and Attributes
- Standard 10-Frame "Turkey" Bowling
- Unique Nine-Hole "Golf" Bowling Course
- Set Your Own Pins in Practice Mode

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COMING ON SEGA CD

Batman Returns

By Boogie Man

The Caped Crusader is back. This time, Batman Returns will be in CD format, and it promises to be a cleaner, meaner screamer! Here's a preview straight from Sega's Bat Cave.

The Dark Knight's Disc

Batman Returns CD tells a tale that sticks close to the movie's story line. The Penguin, the Catwoman, the Red Triangle Circus Gang, and the Penguin Army are all out in evil force. At press time, Sega needed Warner's final approval regarding movie stills and video for the between-level scenes, but you can bet your Bat-behind they'll be there.

If you've played the Genesis cart, you'll be warmed up for action with the CD. However, the compact disc game will feature 20 plus levels. The "plus" will come in the form of bonus levels and a couple of Bat-vehicle shoot-em-up levels, which won't appear in the cart.

The CD will blend three games into one. The arcade-style, side-view fighting sequences will pit you in a fierce hand-to-hand battle against the Catwoman, plus the Penguin and his minions. They taunt you big time with digitized voices that spit out exact quotes from the movie.

Now, we all know Batman doesn't take no stuff from nobody. On disc, he'll counter with more weapons than any Batman game has ever had, such as Smart Bombs, Batarangs, the Bat Grapple, and an outrageous Bat Attack, where a swarm of bats flies into the bad guys.

In-between the kick-A fighting levels will be two vehicle shoot-em-ups featuring the Batmobile and the Batskiboat. You'll play these via a behind-the-Bat-vehicle view. However, be prepared to scope out the slick scaling graphics as they shoot past you.

Until Batman Returns

Batman Returns looks like a hyper dose of superhero action that ought to make gamers spin a disc or two. We'll leave the Bat Signal on until the Dark Knight delivers our Sega CD.

NFL Sports Talk '93

Starring Joe Montana

By Slo Mo

No more worries about Joe Montana's arm. Now he and every other NFL quarterback will throw passes straight and true forever, thanks to a new Sega CD football game, NFL Sports Talk '93 Starring Joe Montana (a working title at press time). The preliminary version of this game is awesome! Here's a preview.

For Real Football

NFL Sports Talk '93 will play for real. You get the real 28 NFL teams, the real stadiums, the real players, the real players' numbers, the real team colors, and the real team logos. The players play according to their '91-'92 season stats, and the team rosters will be current up to the '92 training camps.

The CD's Sports Talk talking is twice as verbose as the original Sports Talk cart. Instead of 250 words, the CD voices over 500 words and phrases. However, rather then play-by-play announcing like the Genesis cart, the CD will feature color commentary. Also during your game, Joe Montana will tell you his tips for winning in a digitized voice with full-motion video.

The game features the basic Genesis side-view Joe look with its zoom-in, isolated-view. However, you can also pick behind-the-line or facing-the-line views similar to those in John Madden Football by Electronic Arts. There's also an overhead "blimp" view for an X's and O's style display. Sega says it wants to lay to rest the controversy over which view is best for video football by offering all possible views in one game. They just might succeed.

The football players' movement will knock you out if you take the time to scrutinize them closely. Each sprite is a digitized version of a real player putting on his shake-and-bake moves. You can spin, dive into the end zone, dive for catches, and dive for tackles.

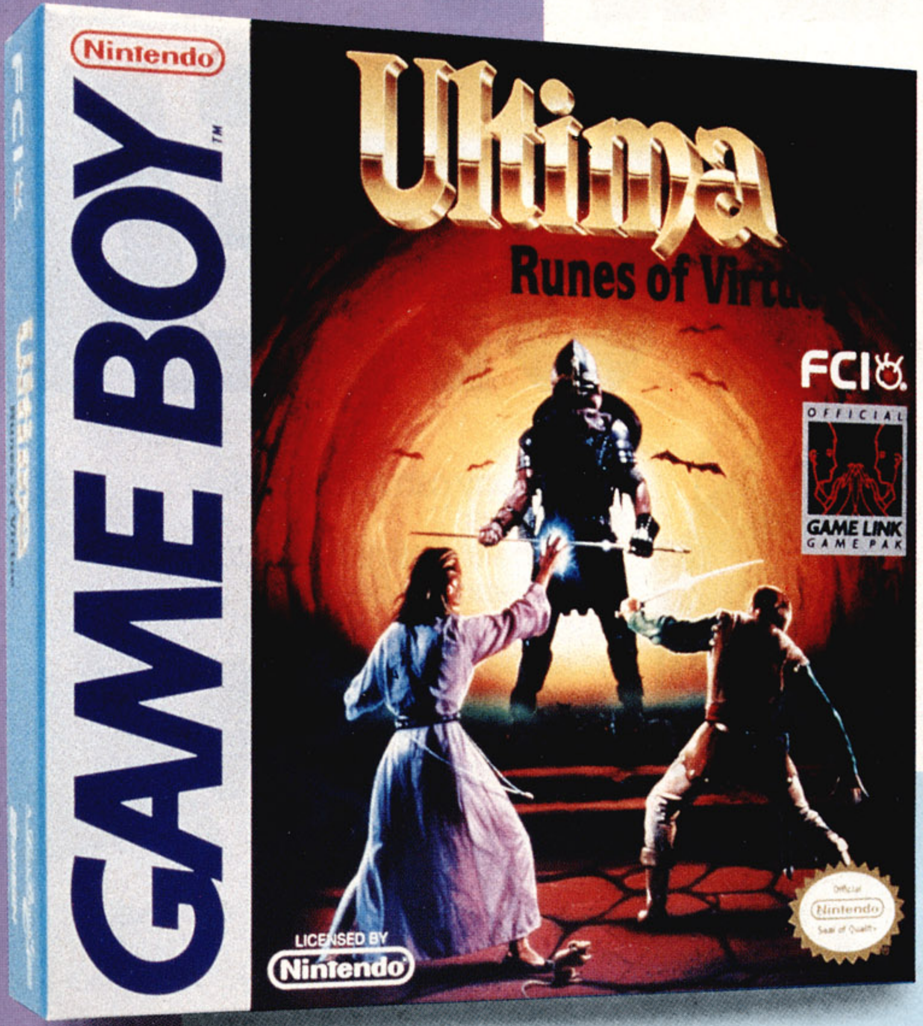
This game should be a dream come true for armchair quarterbacks and coaches. You can play with or against some of the NFL's all-time great teams, such as the '67-'68 Packers, the '69 Jets, the '72 Dolphins, the '78 Steelers, the '84 Niners (of course), and...well, you can finish the list.

Touchdown!

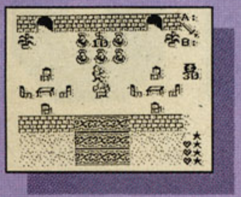
NFL Sports Talk Football '93 Starring Joe Montana is slated to kickoff with the Sega CD. Joe knows the Genesis. Soon he'll know the CD.

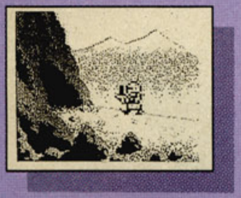
Ultima® Runes of Virtue™

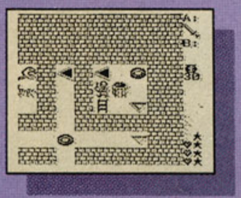
An FCI original from the creators of Ultima



"Finally there's an adventure for Game Boy to rival the scope and excitement of such NES™ hits as The Legend of Zelda.®" (Nintendo Power, Vol. 23, April 1991)







- Powerful 1 meg chip with battery back-up saves play positions.
- Hours of exciting one player action in over 170 levels.
- Two players can compete or cooperate for up to 80 unique levels with the Game Link.

The exciting world of Ultima games comes to Game Boy for 1 or 2 players. Now get the adventure of Ultima in an all new portable game! The villainous Black Knight has stolen the eight runes of virtue! It's your quest to get them back. Guide your character on a heroic quest through the lands and dungeons of Britannia. Who will you choose to be: Mariah the Mage, Iolo the Bard, Dupre the Fighter or Shamino the Ranger? Explore the dungeons, discover magic weapons and potions, and battle an overwhelming variety of monsters: bats, rats, jaggers, gremlins and wizards.

Ultima Runes of Virtue is a completely new game designed exclusively for Game Boy by the original Ultima designers.You'll enjoy the same hours of challenge and adventure that you've come to expect from an Ultima game.

A Lord British Game

ORIGIN™

FCI®

Not Just Kid Stuff

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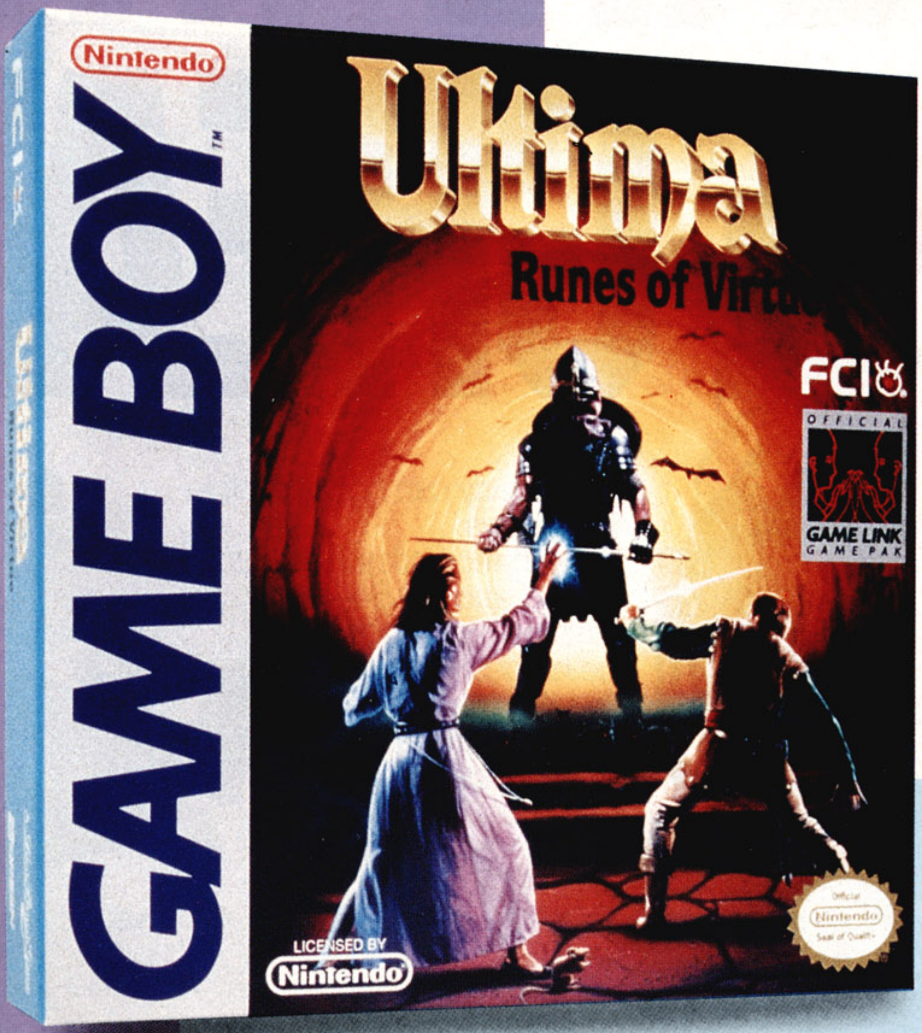
Ultima® Runes of Virtue™

An FCI original from the creators of Ultima



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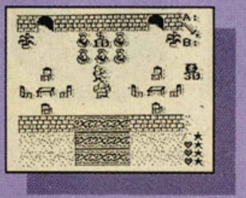

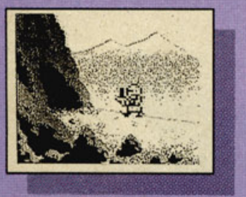

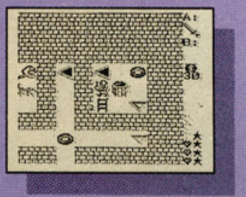

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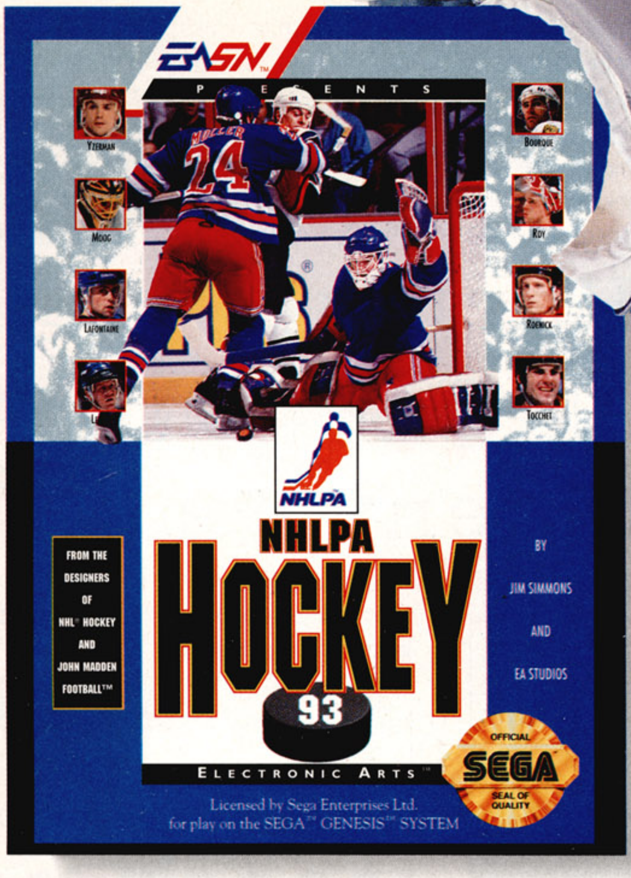
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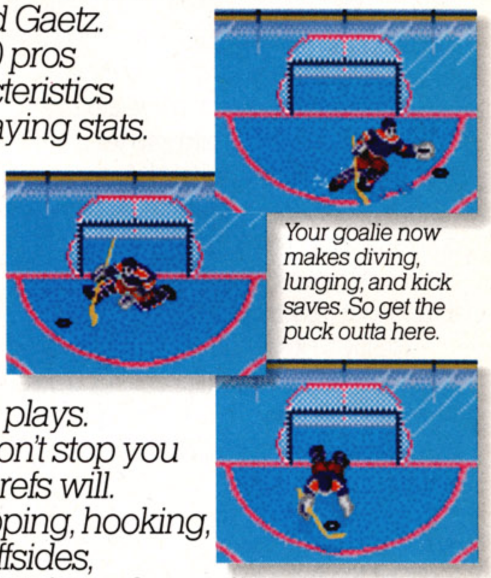
Standing between you and the trophy are scorers like Larmer. Goalies like Belfour. Intimidators like Probert and Gaetz.

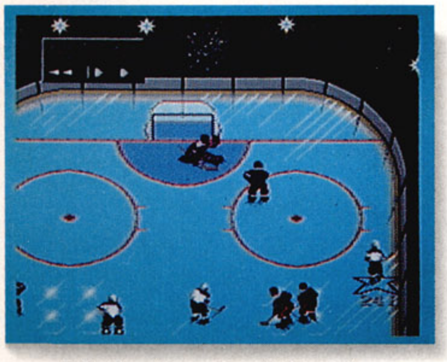
Each of the 550 pros rated on 14 characteristics based on 1992 playing stats.

Some of the pros are better defensemen, others scoring machines, others are specialists at killing off opponents' power plays.

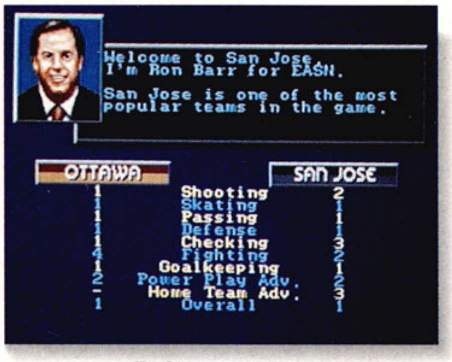
If these guys don't stop you in your tracks, the refs will. Calling you for tripping, hooking, cross-checking, offsides, interference, or icing. The more severe the penalty, the longer you're in the sin bin. There are even injuries that can knock you out for the game.



Your goalie now makes diving, lunging, and kick saves. So get the puck outta here.



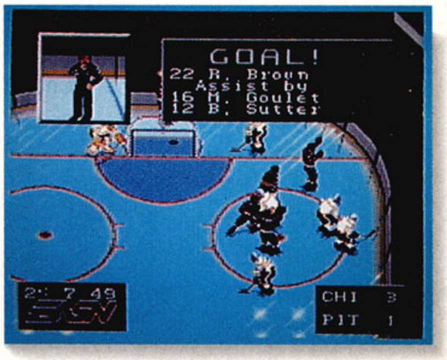
Talk about a game with impact. Personalized moves include Doug Wilson's cannon-like slap shot.



```
Welcome to San Jose
I'm Ron Barr for EASN.
San Jose is one of the most
popular teams in the game.

OTTAWA                        SAN JOSE
  1         Shooting             2
  1         Skating              1
  1         Passing              1
  1         Defense              1
  1         Checking             3
  4         Fighting             2
  1        Goalkeeping           1
  2      Power Play Adv.         2
  -       Home Team Adv.         3
  1          Overall             1
```

EASN's Ron Barr is all over the ice like a Zamboni.®



```
GOAL!
22 R. Broun
 Assist by
16 M. Goulet
12 B. Sutter

2: 7 49        CHI  3
               PIT  1
```

Score with the names of the game. NHLPA '93 is the only place you'll find all 550 pros.

For the first time ever, battery back-up lets you make the greatest saves outside of your goalie. Save lines you create. Even player stats for the entire post-season tournament.

The coverage of EASN,™ the Electronic Arts Sports Network, lets nothing slide. Spectacular camera angles. Sportscaster Ron Barr. The exclusive crowd Noise-O-Meter.™ Highlights from other playoff games. Instant replay. Commentary.

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And get the greatest hockey game by a long shot.

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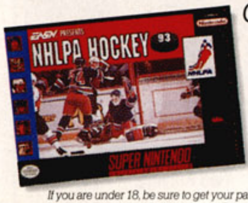
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SUPER NES PRO REVIEW

Harley's Humongous Adventure

By Brother Buzz

Harley used to be a big guy with little problems. Now he's a little guy with BIG problems!

Harley's experiment in miniaturization backfired, turning him into the Incredible Shrunken Dude! Unfortunately, his Shrinker machine blew up. In order to get tall again Harley must find the Shrinker's pieces, which are scattered throughout his house and yard.

Harley's Humongous Adventure by Electronic Arts is a terriffic-looking, side-view, multi-scrolling, hop 'n' bop adventure. However, it only takes one small step for the SNES.

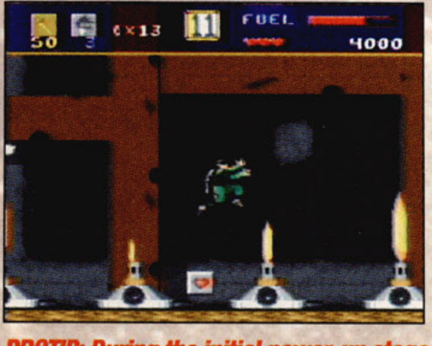
Feet of Clay

Right off the bat you'll gawk at the gorgeous character graphics. The slick pix were created with clay animation. Each character was cast in clay and then painstakingly animated, filmed, and digitized. The cart's visual style is a totally unique and fun look.

The rocking music and the happy-go-lucky sound effects fire off pure energy, but they get repititious after a while. However, you shouldn't turn down the volume because audio aids help you beat the beasts.

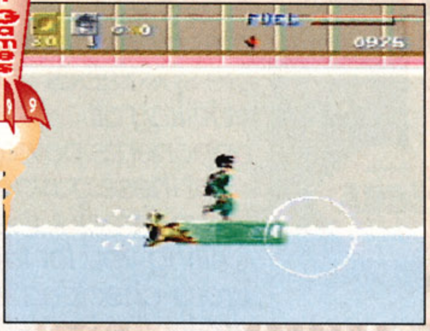
Honey, I Shrunk

The Humongous Adventure is just that, and it's hard, too. Your search covers 18 levels through Harley's house from his lab to his rooftop.



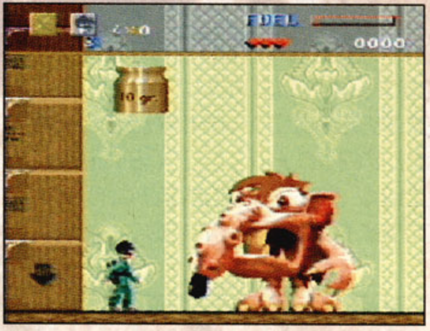
PROTIP: During the initial power-up stage at the beginning of the game, the most important things to find are the two Hearts. Don't waste time!

The game play is familiar fare. Each level presents a fair share of creature bashing. However, this is essentially a medium-paced maze game, where you must find the route to a hidden piece of the Shrinker. Put on a thinking cap, or two, or three, the levels are mindbenders.



PROTIP: To escape the Bathtub, you need to create a rideable bubble. A bar of soap would be helpful.

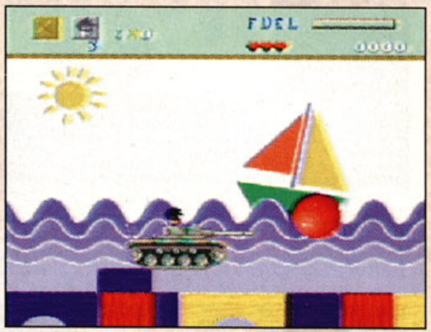
Complicating your search are a zany zoo of little creatures. Harley's munchkin menagerie looks hilarious, but they put a mean bite on you. Gross Flies, biting Bees, antisocial Ants, flame-spitting Fire Ants, toothy Termites, and icky Ticks bug you to death. Water-born pests include Electric Eels and Piranhas. Your former pet, the Rat, is especially hot to prove who's the big cheese now!



PROTIP: To get past your first Rat encounter, Cute 'n Cuddly, shoot its feet and Run (hold down Y and press Left or Right) under it when it tries to jump on you.

PROTIP: In your second Rat encounter, go for its head, then Run under it.

Harley's controls are primo. He can quickly cycle through an amusing array of ammo, such as Tacks, Rubber Bands, and Marbles. In addition to the standard walk, duck, and jump, he has a speedy run, which enables him to jump a little higher. To scale great heights, he can jump up, stick to a wall, and climb. If he finds fuel capsules, he zooms around with a Jet Pack. When things get wet and wild, Harley does a nifty breaststroke, but don't let him sink or he's sunk.



PROTIP: The Tank's ammo is unlimited, so shoot ahead continuously. Jump up and shoot offscreen as soon as you hear the bouncing Balls.

Let's Get Small

Harley's Humongous Adventure is a good time on a small scale. Its groovy graphics are totally unique. Its game play is a solid rendition of standard stuff. If your aspirations for fun tend towards the tiny, hunker down with Harley.

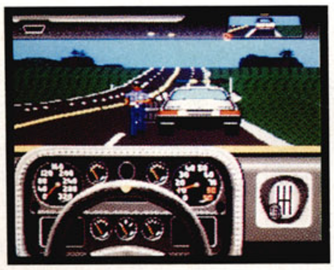
Harley's Humongous Adventure by Electronic Arts

Graphics	Sound	Control	FunFactor	Challenge
5.0	3.5	4.5	3.5	ADV. Advanced

Price not available
4 megs
Available November '92

Action/Adventure
Two Players

WHEN YOU RACE WITH "THE DUEL," IT'S ADVISABLE TO CARRY A SPARE.



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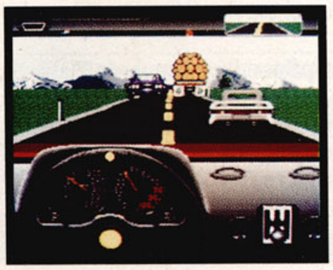

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SUPER NES PRO REVIEW

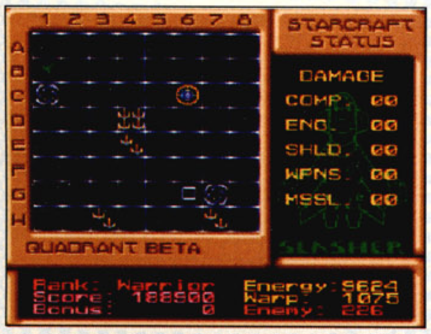
By Boss Music

In the deep, dark, unexplored recesses of the solar system lurks a motley crew of alien space bandits. Pillaging planets and wrecking space stations in their wake, "the Horde" has a humongous appetite for destruction. Earth's resistance force launches a single, well-armed Star Fighter to counter the hundred-ship strong extraterrestrial invasion.

If this scenario sounds like the latest shoot-'em-to-heck clone for the Super NES, the answer is: NOT! First-time video rocket jocks should take Ballistic's WarpSpeed for a test flight. This cart merges beginner-level, first-person, space flying with basic, but satisfying, strategizing.

Star Patrol

Piloting a Galactic Armed Services (G.A.S.) ship, your mission is to defend the G.A.S.'s remaining outposts from the ruthless alien assault. Depending on the scenario, you must exterminate the Horde from up to eight quadrants, each composed of 64 sectors. You can thrust manually from sector to sector or plot your course on a grid map and warp there directly. A Long-Range Scanner highlights star bases and alien locations, and black holes provide transport between quadrants.



DAMAGE
COMP. 00
ENG. 00
SHLD. 00
WPNS. 00
MSSL. 00

Rank: Warrior
Score: 188500
Bonus: 0
Energy: 5624
Warp: 1075
Enemy: 226

The fastest path from point A to point B is usually warp speed!

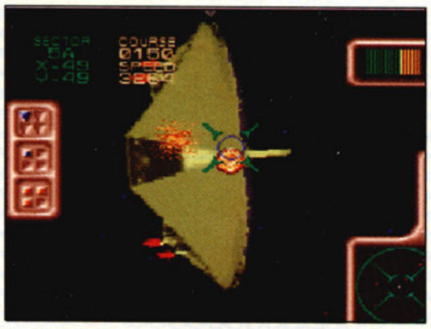
Visually, WarpSpeed impresses with snazzy scaling and rotation of the Horde aircraft. However, the galaxy itself is devoid of eye-popping detail, just like real outer space. The cart's music strikes a mellow, unenthusiastic chord, and the sound effects won't pop your belt buckle.

Missions Accomplished

WarpSpeed's wealth of scenario objectives is superb, but the predictable military maneuvers won't burn too many brain cells. You can fly seven standalone training missions or, when you're ready for the big time, enter an all-out, four-part campaign to seal the Horde's doom. Each scenario includes variable galaxy layouts, such as mine fields, asteroid belts, and hidden black holes, but it doesn't take much to figure them out. Cocky aliens occasionally radio to challenge you to one-on-one duels! High scores and campaign victories are rewarded with medals of valor, ship upgrades, and passwords.

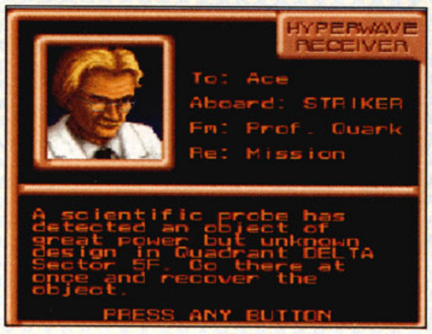
PROTIP: Even when a cosmic storm puts your Scanners out of commission, you can still "see" one sector away vertically, horizontally, and diagonally.

The combats are cool under fire but repetitious. You view the action from a first-person cockpit perspective, and fire at will with energy weapons and missiles. The ballistics give you reasonable bang for your buck, and your craft's handling is top-flight, despite the complex multi-button control. Warp's inhibition is its limited varieties of enemies – five.



PROTIP: Fire an all-out missile attack to destroy the first ship a Carrier releases. Then blast the Carrier before it can react.

WARPSPEED
Sci Fi Games



To: Ace
Aboard: STRIKER
Fm: Prof. Quark
Re: Mission

A scientific probe has detected an object of great power but unknown design in Quadrant DELTA Sector 5F. Go there at once and recover the object.

PRESS ANY BUTTON

PROTIP: Mysterious power sources are usually weapon or shield power-ups. Grab them at all cost during campaign missions.

Victory Tally

If you're already scared to laugh in the ugly faces of the Horde, don't be. The Horde may talk trash, but in practice they fight like constipated pacifists. They also refuse to engage you with more than one ship, even when several hover in the vicinity. SNES space aces should sweep through this cart in a day or two.

Speed Limits

WarpSpeed's certainly a change of pace from those side-scrolling blast-a-thons. It's more like a good jog than a fast sprint. The cart boasts some nifty strategy elements and fun intergalactic flying, but you won't flip out over the visual and audio selections. Fedgling star fighters, however, should feel the need for WarpSpeed.

WarpSpeed by Accolade/Ballistic

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	4.5	3.5	BEG. Beginner

$59.95
8 megs
Available Fall'92

Action
One Player
Passwords

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SUPER NES
PRO REVIEW

UNIVERSAL SOLDIER

Sci Fi Games

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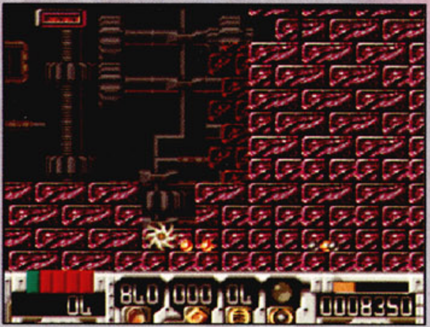
By Captain Meat Cleaver

Death isn't the end of the line for Vietnam vet Luc Devreux, but rather a new beginning. He's resurrected as a Universal Soldier (UNISOL), a human fighting machine with supercharged strength and firepower. Luc's mission in life-after-death is to terminate a former 'Nam nemesis, Sergeant Scott, whose brainwashed UNISOL mind short circuits and drives him into a rampant shooting spree.

Universal Soldier, now for the Super NES by Accolade's Ballistic publishing division, is very loosely based on Carolco's sci-fi flick of the same name. Don't expect a cohesive story line, cinema intermissions, appearances by actors Jean-Claude Van Damme and Dolph Lundgren, or any of that jazz. Instead, the cartridge targets action enthusiasts with solid, side-view, run-'n'-gun gaming, but this commando has a few holes in its camouflage.

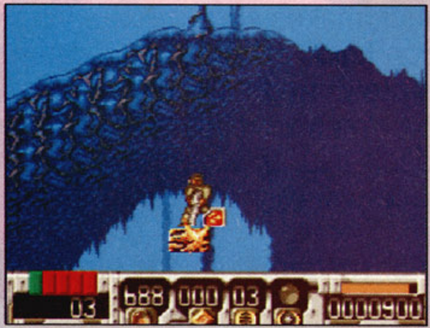
Call to Arms

Luc delves into the death fields with heavy armament. His regular machine gun powers-up to a three-way pistol, a laser, or a bounce shot. He can also crack his gun's built-in Lightning Whip. Luc's coolest, if slightly unbelievable maneuver is the Shirakin. He curls into a saw blade and buzzes along the ground. He's also armed with Power Lines and the screen-killing Super Weapon, a multi-gun salute to slaughter.



PROTIP: Drop Mines in Shirakin mode to blast open passages.

The weapons are bad to the bullet chamber, and they're fairly easy to handle. However, there's such a thing as too much firepower. The play field is often cluttered with thick clouds of shots, and the incessant laser ricochet sounds can be grating. Also, the never-ending supply of power-ups causes Luc to change weapons faster than an action film star changes agents.

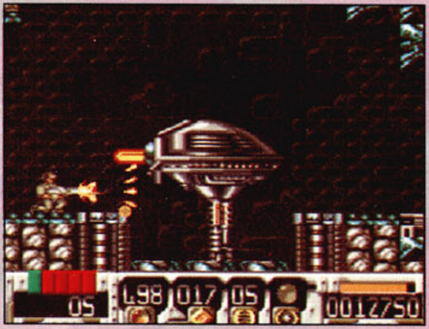


PROTIP: Stand on an item block, then crack your whip down on its surface. The power-ups will float right to you!

Evil Empires

Devreux blazes a trail to Scott's fortress through 11 rough, tough, maze-like battlefields. Luc might spend tedious hours, days, even weeks crawling through every nook and crevice to find all the exits and secrets. Thank heavens Ballistic saw fit to include passwords and user-selectable difficulty.

The levels may be huge, but thrill-seekers will only come away half satisfied with the world wars. Luc's main threats are precarious leaps from platform to platform, and tiny, weak-looking enemy sprites such as bees, robots, pods, and sludge monsters. The pumped-up bosses and herds of enemy UNISOLS add spark, but don't start a fire.



PROTIP: Duck from a safe distance and shoot the Level 2-1 boss in its eye with the triple-shot gun.

UNISOL Sights and Sounds

Soldier kicks off with a techno-rad title screen track, and at first listen, the music sounds excellent. However, the tunes recycle and eventually wear out their welcome. The game's characters are small for a 16-bit screen, but the background graphics are crisp and colorful. And Luc even has a sharp swagger.

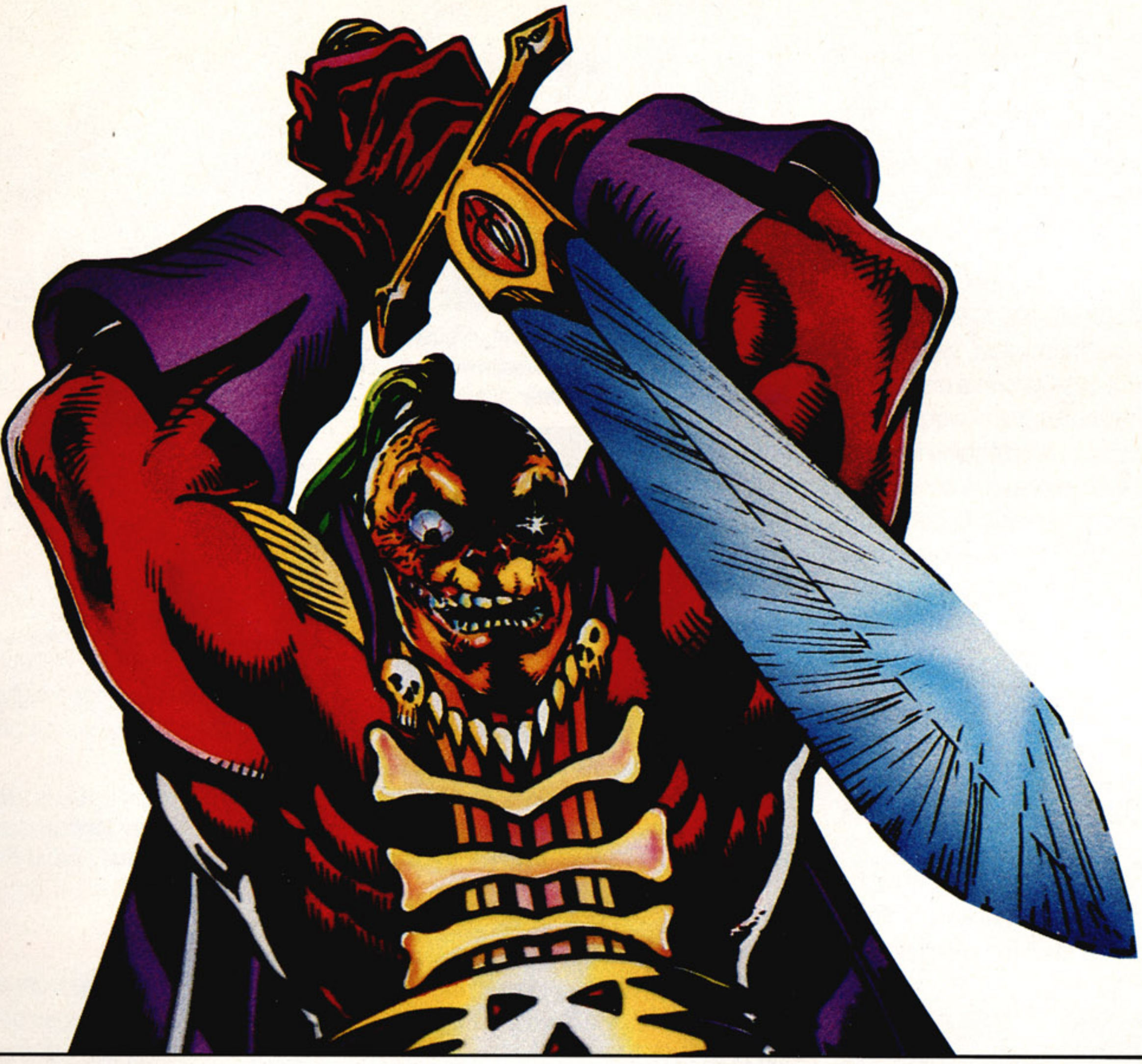
Casualty of War

Universal Soldier, the movie, is a blast from the future, but the Super NES edition plays like an M-80 from the past (the cart has strong ties to last year's mediocre Turrican). This game's not a bad way to spend an afternoon or three shootin' and scootin,' but SNES power players may find that Universal Soldier only barely scratches their itchy trigger fingers.

Universal Soldier by Accolade/Ballistic

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.0	ADJ. Adjustable

$54.95	Action
4 megs	One Player
Available Fall '92	Passwords



“Greetings, Pig-slime!”

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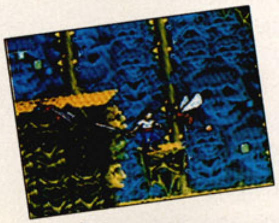

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STORY CLUE BOOK
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SUPER NES

PRO REVIEW

By Bubonic the Blowfrog

Strike Gunner S.T.G. by NTVIC is a blaster-riffic, overhead view, vertically-scrolling shoot-em-up with a unique twist. During simultaneous two-player games, two ships can combine into a superfighter with impressive power. Two heads here aren't necessarily better than one. However, this shooter scores even without the combo capability.

The World in Your Hands

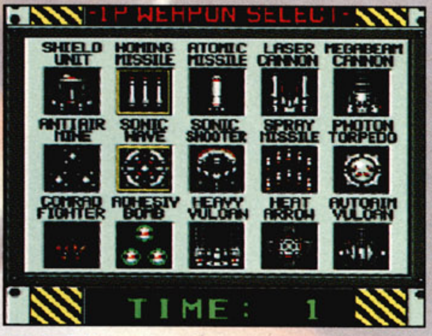
In the year 2008, Earth is a post-nuclear wasteland. An alien race decides to take over the planet while it's down. To retaliate, Earth scientists create two powerful fighting machines called Strike Gunners. As an ace fighter pilot, you have no choice but to attack the E.T. army and destroy its base. Or, perhaps, you'd prefer to sit idly by and let the aliens bag our turf? Didn't think so.

Double trouble!

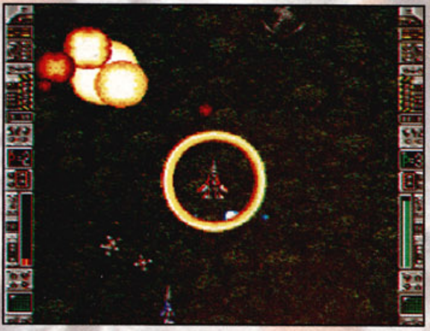
Choice Weapons

Strike Gunner's controls are easy to learn, and they're highly responsive. You can zip anywhere on screen through the eight stages.

You're armed with standard and special weapons. The standard weapons have unlimited ammo. You select offensive or defensive special weapons from a menu of 15 at the start of each stage. Choose wisely. You're stuck with the weapon for the entire stage. After that, it's inaccessible for the rest of the game.



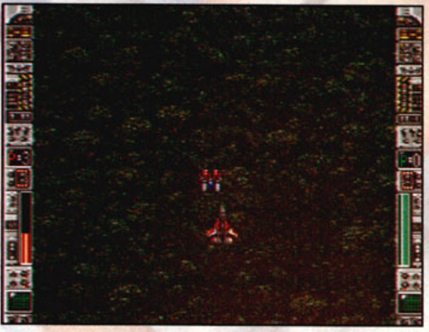
PROTIP: In a two-player game, choose a strong combo of special weapons, such as Homing Missiles and Sonic Waves.



PROTIP: Some special weapons, such as Sonic Waves, Anti-Air Mines, Atomic Missiles, and Sonic Shooters, damage enemies and destroy their shots. Use 'em on bosses.

Power Play

If you like power-ups, you're in luck. Strike Gunner has three kinds: the Speed-Up Unit, the Energy-Charge Unit, the Shot Unit. The Shot Unit is awesome. It gradually increases standard weapon power by ten, count 'em T-E-N, levels!



PROTIP: The power-ups come in cycles of three. Predict the next type of power-up and play accordingly.

The Power of Two

Strike Gunner's two-player action is great. However, the combination attack option, while a cool concept, doesn't fly.

Two players can connect their ships in either a side-by-side or a vertically "sandwiched" combo attack. One player pilots both ships. Both players can shoot, but the non-driving player can't use a special weapon. The combo attack looks neat, but use it sparingly. One hit creams both of you, so the pilot better be a pro!

Sci Fi Games 99
STRIKE GUNNER S.T.G.

PROTIP: Stage Eight involves some tricky maze flying. Go into Vertical Combo Attack mode and let the best pilot of the team steer.

Looks Good, Sounds Bad

As you're flying a Strike Gunner at amazing speeds, keep your eyes open. The detail on the ships and the enemies is excellent. Good news for SNES shooter fans: even with seemingly hundreds of sprites on-screen, there's little or no detectable slowdown.

Strike Gunner's sounds take a nosedive. Shots and explosions are OK, but the music gets three strikes for an incredibly repetitive score.

Gotta Getta Gunner

If you turn down the sound, Strike Gunner is a really fun, fast-paced shoot-em-up that will keep you flying and trying for weeks. If it's space-age shooting you want aim your sights on Strike Gunner.

Strike Gunner S.T.G. by NTVIC

Graphics	Sound	Control	FunFactor	Challenge
4.0	2.5	4.0	4.0	ADJ. Adjustable

$59.95
8 megs
Available September '92

Two Players
Shoot-em-up

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TALESPIN
SEGA

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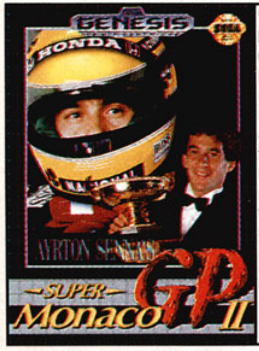

'SUPER MONACO GP 2' updates the premiere racing simulation. Features 16 additional race tracks, battery back up to replace the password feature, 6 save positions, and 15 rivals to battle as you take on courses all over the world. **$44**

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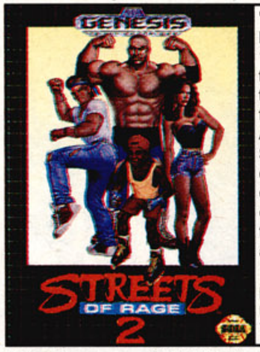
Lakers vs Celtics	$42
M Lemieux Hockey	$45
Mike Ditka Footbll*	$29
MLBPA Sprts Talk	$52
Mohammed Ali Bxg	$54
NBA Super Allstar	$43
NFL Sports Talk Fb	$46
NHLPA Hockey '93	$49
Nolan Ryan	$49
Olympic Gold	$45
PGA Tour Golf	$49
Pigskin	$49
RBI 3	$39
RBI 4	$46
Rgr Clemens MVP	$43
Side Pocket	$46
Summer Challenge	$49
Supr High Impact F	$43
Team USA Basktbll	$43
Tony LaRussa Bbll	$49
World Class Ldrbrd	$42
World Trophy Socc	$49
WWF Superwrestlg	$43



'STREETS OF RAGE 2' is a 16 Meg cartridge that features 4 tough fighters: Max, Axel, Blaze, & Sammy. All characters come with their own special techniques & abilities. Battle 1 player or 2 player simultaneous through 7 stages. **$56**

SEGA SIMULATION

Chase HQ 2	$44
Desert Strike	$49
Devilish	$34
Double Clutch	$34
F15 Strike Eagle 2	$54
F19 Stealth Fightr	$59
F22 Interceptor	$42
Ferrari Grand Prix	$42
LHX Attack Choppr	$42
Lotus Turbo Challn	$42
Maverick	$59
Mig 29	$49
Paperboy	$29
Race Drivin'	$45
Quad Challenge	$45
Road Rash	$42
Road Rash 2	$44
Road Riot 4WD	$49
Super Battle Tank	$49
Supr Monaco GP 2	$44
Super Off Road	$39
Test Drive 2	$49

SNES HARDWARE

SNES System	$145
AC Adapter	$ 9
Ascii Pad	$24
Competition Jystick	$69
Happ Control Pad	$21
J B King Joystick	$59
Super Scope	$54
Triton Control Pad	$26

GENESIS
CHAKAN
SEGA

'CHAKAN THE FOREVER MAN' is a warrior priest who cannot die and must battle the forces of evil. Features 8 levels, 2 handed combat with 8 directions, magic doorways to move through space & time, and an arsenal of weapons. **$44**

SNES ADVENTURE

Actraiser	$54
Addams Family	$49
Aliens 3	$49
Alien vs Predator	$42
Arcus Spirits	$49
Batman:Joker's Rtn	$54

SNES ADVENTURE

Battle Clash	$49
Battle Toads	$59
Blues Brothers	$49
Chester Cheetah	$54
Claymates	$54
Cool World	$54
Death Valley Rally	$52
Dino City	$49
Dream TV	$49
Family Dog	$49
The Flash	$49
GODS	$54
Great Battle	$54
Harley's Hum Advtr	$54
Home Alone 1 or 2	$46
Hook	$49
James Bond Jr	$49
Joe & Mac	$47
Joe vs the Wall	$54
King Arthur's World	$54
Lgnd Mysticl Ninja*	$54
Lethal Weapon 3	$54
Mickey Mystl Quest	$54
Musya	$54
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Out of this World	$54
Prince of Persia	$54
Radio Flyer	$54
Rebel	$49
Robocop 3	$52
Robomech	$54
Rocketeer	$49
Rocky & Bullwinkle	$49
Roller Blades	$49
Search Ultra Force	$54
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Simpsns Krusty FH	$49
Solstice 2	$49
Soulblazer	$54
Spanky's Quest	$54
Star Trek	$59
Superman	$52
Supr Shadow Beast	$49
Super Star Wars	$54
Super Valis 4	$49
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Teen Mtnt Nnj Trtls	$54
Terminator 2	$54
Time Slip	$46
Tiny Toon Adventrs	$54
Tom & Jerry	$49
Toxic Crusader	$54
TOYS	$49
Ultraman	$39
Universal Soldier	$45
Video Kid	$49
Vikings	$49
X-Men & Spidrman	$54
Zelda 3	$49

SNES STRATEGY

Aero Biz	$59
Casino Kid 2	$49
Castles	$54
Chessmaster	$49

SNES STRATEGY

Clue	$46
Faceball 2000	$54
HUMANS	$56
Imperium	$43
Jeopardy	$54
Lemmings	$49
Mario Paint	$59
Monopoly	$46
On the Ball	$49
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Utopia	$49
Wheel of Fortune	$49
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Wordtris	$43

SNES KICK & PUNCH

Battle Blaze	$46
Deadly Moves	$49
Double Dragon	$59
Final Fight	$49
Golden Fighter	$49
King of Monsters	$49
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Pitfighter	$46
Rap Quest	$49
Rival Turf	$54
Street Fighter 2	$64
Super Combatribes	$54
Super Ninja Boys	$54
Supr Sonic Blastmn	$49

GENESIS
BATMAN RETURNS
SEGA

'BATMAN RETURNS' hurls you into action against the death-dealing Penguin. Swing from grappling hooks, leap from ledges and counter with shields, smoke bombs and batarangs. One player action through 7 levels. **$49**

SNES SHOOTERS

Axeplay	$54
Biohazard	$44
Contra 3	$54
Cybernator	$54
D-Force*	$39
Earth Defnc Force*	$39
Genocide	$54
Gradius 3	$34
Guerilla Warfare	$54
Gun Force	$49
Hyper Zone*	$29
Metal Jack	$54
Metal Masters	$54
Phalanx	$54
Raiden Trad*	$46
Rap Attack	$54
Smash TV*	$49
Space Mission	$49
Strike Gunner	$54
Supr Mega Force	$54
Supr R Type*	$39
Supr Sonic Blastmn	$49
Thunder Spirits	$49
Xardion	$54
X Zone	$39

SNES ROLE PLAYING

Arcana	$59
Curse Azure Bonds	$64
Drakkhen	$49
Dungeon Master	$59
Equinox	$49
Fables & Fiends	$59
Final Fantsy Lgnd 2	$59
Final Fantsy Myst Q	$39
Gemfire	$59
Golden Empire	$59
Hit the Ice	$54
Inindo	$59
Lagoon	$54
Lenus	$59
Lord of the Rings	$64

SNES ROLE PLAYING

Lost Mission	$49
Magic Sword	$54
Might & Magic 2	$54
Might & Magic 3	$59
Outlander	$49
Shadow Run	$54
Spellcastr Aspct Vlr	$54
Ultima False Prpht	$64
Wanders from Y's	$54
Wizardry 5	$64

SONIC THE HEDGEHOG 2

'SONIC THE HEDGEHOG2' is back with twice the speed, twice as many options and many more levels. New features include time travel and a new friend, tails. Zip through prehistoric swamplands and future cities filled with pollution. **$49**

SNES SIMULATION

Cyberspin	$46
Desert Strike	$54
F29 Retaliator	$59
Hunt for Red Octbr	$54
Kawasaki Carrb Ch	$56
Mechwarrior	$42
Race Drivin	$49
Road Riot 4WD	$49
Robosaurus	$49
RPM Racing	$49
Supr Battle Tank	$54
Super F1	$49
Super Stirke Eagle	$59
Test Drive 2	$49
Top Gear	$49
Warp Speed	$49
Wing Commander	$54
Wings 2:Aces High	$49

SNES SPORTS

American Gladiatrs	$56
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G Foreman Boxing	$49
Hit the Ice	$54
Hole in One Golf*	$39
J Connors Tennis	$54
Jck Nicklaus Golf*	$46

GENESIS
NFL
SPORTS TALK
FOOTBALL
STARRING JOE MONTANA
SEGA

'NFL SPORTS-TALK FOOTBALL STARRING JOE MONTANA' brings home all the excitement of the NFL. Now with simultaneous non-stop play-by-play announcing. Control every aspect of the game with updated offensive & defensive plays. **$46**

SNES SPORTS

Madden Footbll '93	$54
MVP Football	$54
NBA Supr Allstar C	$54
NCAA Basketball	$59
NFL Football	$54
NHL Hockey	$54
Nolan Ryan Basbll	$49
Pebble Beach Golf	$49
PGA Tour Golf	$49
Pigskin	$54
Pro Quarterback	$54
Rogr ClemensMVP	$54
Skins Game	$49
Space Football	$49
Special Tee Shot	$54
S Bases Loaded 2	$54
Supr Batter Up	$49
Supr Bowling	$49
Supr Dble Dribble	$54
Supr Goal	$49
Supr High Impact F	$49
Supr NBA Basktbll	$54
Supr Play Actn Ftbll	$49
Supr Power Punch	$54
Super Slam Dunk	$49
Supr Slapshot	$54
Supr Soccer Chmp	$54
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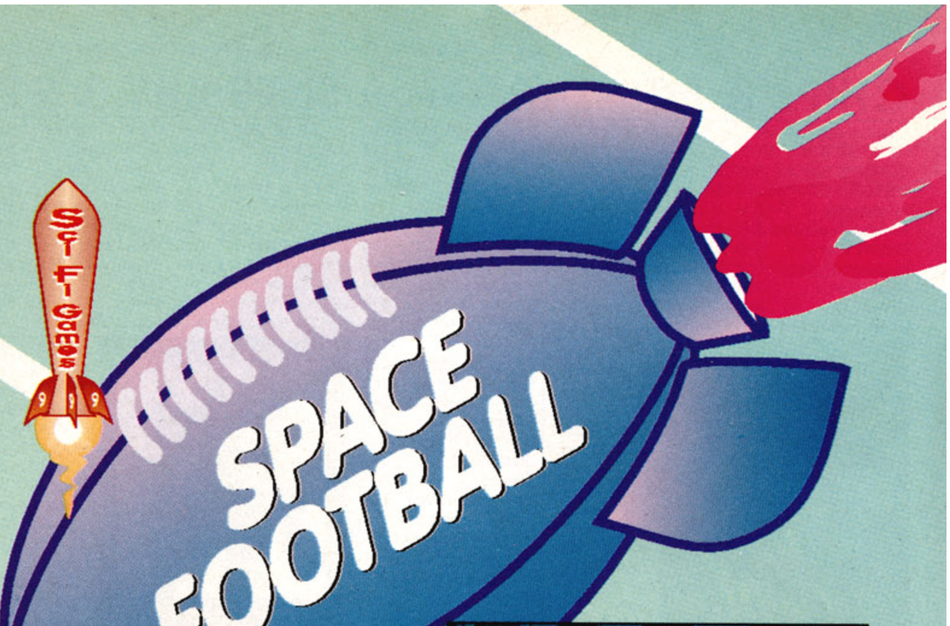
SPACE FOOTBALL

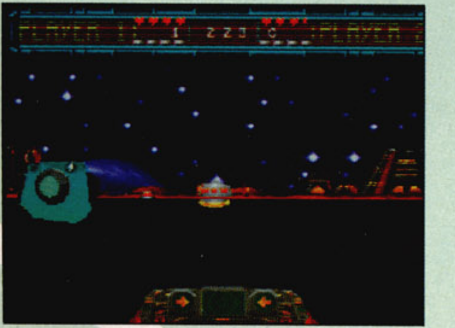


By Bubonic the Blowfrog

This game definitely takes place in space, but it's only a distant cousin of football. Despite the misleading name, Triffix's Space Football is a good game in its own right. The basic game play throws you behind the wheel of a RetroGraw, which is a high-speed hovercraft that handles much like the Teacup ride at Disneyland would if one of the cups was flung into Tomorrowland.

The object of the game is to carry the Hoverball into your opponent's end zone to score a (space) touchdown. Sound easy? It would be if it weren't for the (space) field obstacles, your opponent's (space) missiles, and the four-second Hoverball holding time limit. After which, the ball launches from your RetroGraw.

You can play this game in one- or two-player mode. In one-player games, there are 32 levels of play with different playing fields and increasingly challenging robotic opponents. To win, you can either score five points before your competitor or have the leading score when the five-minute time period runs out.



PROTIP: If you're ahead and the time is running short, follow your opponent and fire your missiles at him whenever he picks up the ball.

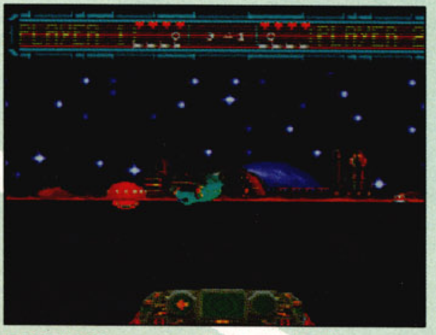
Hold On to Your Stomachs

The first thing you'll notice once you're behind the wheel of a RetroGraw is that the movement and perspective bares a striking resemblance to F-Zero. A word of warning from the folks at Triffix: too much exposure to this game in one sitting may induce motion sickness. Consider it an added challenge, and appreciate the smooth-flowing graphics and beautifully wacky backgrounds until you're blue in the face. The split-screen mode adds an impressive touch. More attention to the detail of the ships and the background would have made this game breathtaking.

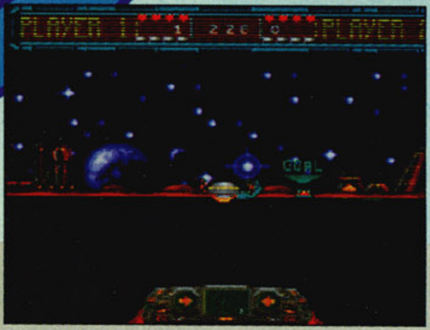
The Space Grid Iron

As with most sport carts, Space Football is a competitive game that's most fun in two-player mode. Not being able to hold onto the Hoverball makes this a frantic chase without much time for strategy. The best players are those who plan their ship's route in advance.

Each of your ships is equipped with shells to fire at the opposing player. The field is covered with brightly-colored patterns and features that help and hinder your cause, such as Magnetic Force Field Arrows that will only allow you to move in one direction, jumps for fun, speed-ups for velocity, and power-ups that revitalize your ship after heavy shelling.



PROTIP: Save your shots. To inflict more damage on your opponent, fire less often, but accurately.



PROTIP: At the beginning of the game or after a point, immediately Track the ball by pressing Up and then go for it.

Sounds Good?

Not really. In fact, the sound effects and music that accompany the game are pretty poor. Luckily, there's a sound on/off switch on the options menu.

Fair Catch

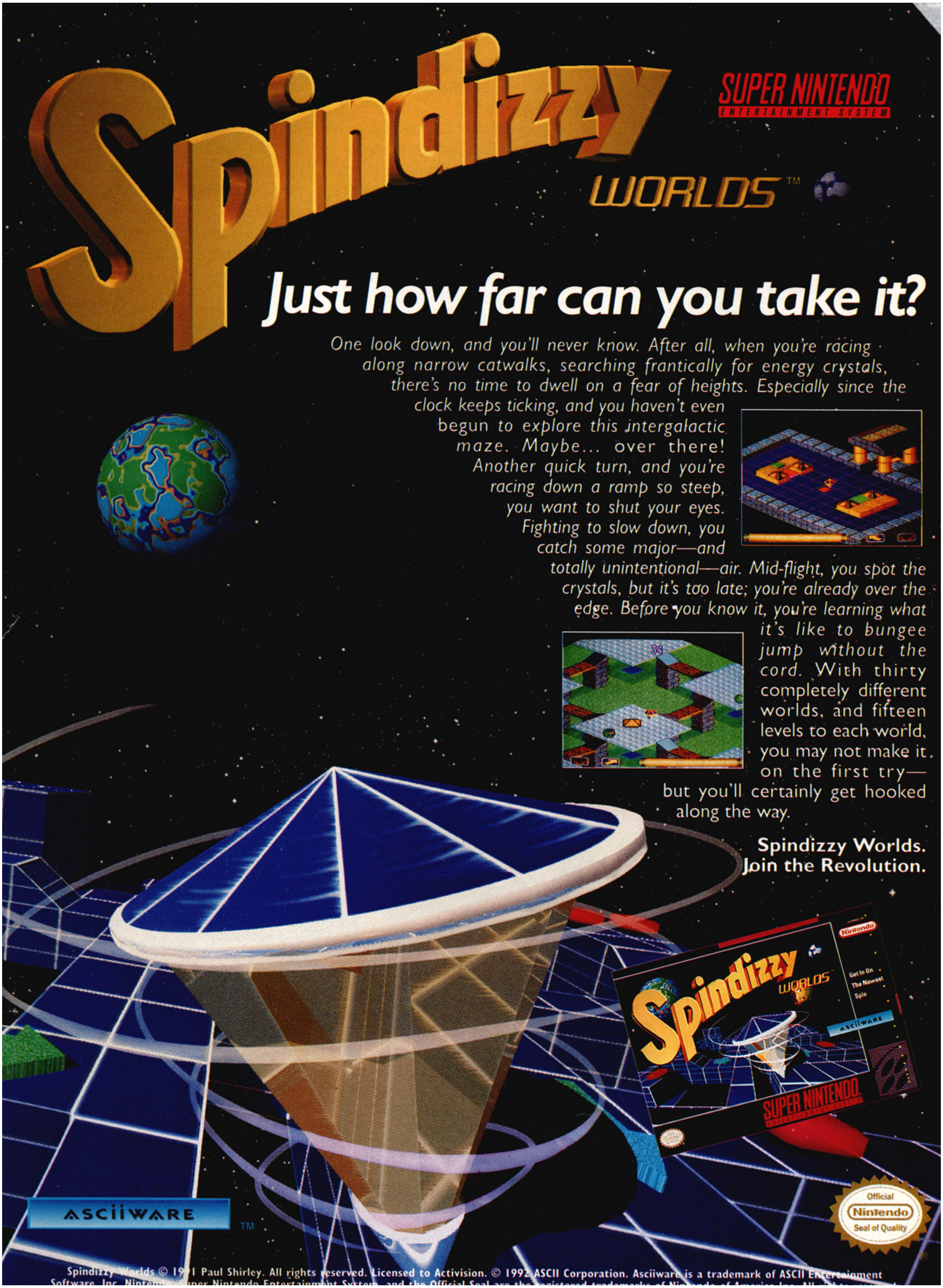
Space Football is a blast as a two-player foray into the realm of the absurd, but more detail would have made this game a candidate for your instant classic collection. Instead, this is an inventive and fun game that offers enough challenge and wowie-zowie graphic effects to make you play it often. The fastest sport in the universe will grab you by the laces and take you for a spin.

Space Football by Triffix

Graphics	Sound	Control	FunFactor	Challenge
4.5	2.0	4.0	4.0	ADJ. Adjustable

$64.99
4 megs
Available Now

Sports
Two Players
Passwords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One look down, and you'll never know. After all, when you're racing along narrow catwalks, searching frantically for energy crystals, there's no time to dwell on a fear of heights. Especially since the clock keeps ticking, and you haven't even begun to explore this intergalactic maze. Maybe... over there! Another quick turn, and you're racing down a ramp so steep, you want to shut your eyes. Fighting to slow down, you catch some major—and totally unintentional—air. Mid-flight, you spot the crystals, but it's too late; you're already over the edge. Before you know it, you're learning what it's like to bungee jump without the cord. With thirty completely different worlds, and fifteen levels to each world, you may not make it on the first try—but you'll certainly get hooked along the way.

Spindizzy Worlds.
Join the Revolution.

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By Slasher Quan

Sunsoft says its new game moves faster than a speeding Sonic or a runaway Super Mario. Beep, beep, Super NES speed demons, here's a preview of a cart starring everyone's favorite animated highway hopper, the Road Runner!

On the Road Again

Warner Bros. brought the battle of the "Coyotius Hungarius," Wile E. Coyote, and the "Speedius Maximus," the Road Runner, into our living rooms in the 12 classic Looney Tunes cartoons. In the appropriately-titled Death Valley Rally, the destructive duo sprint across 20 side-view SNES stages.

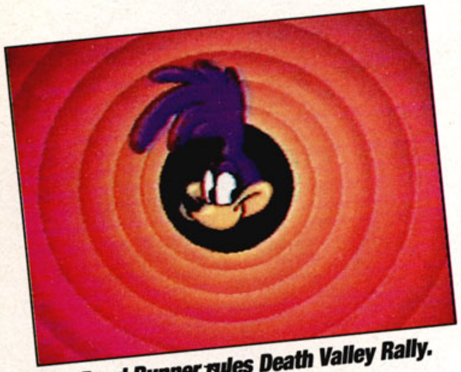
That purveyor of defective bird-snaring gadgetry, ACME, returns to supply the Coyote with more inventions to help him cook the Road Runner's goose. You, as the Road Runner, must outwit a new Wile E. trap in every stage and capture a checkered flag to complete the Rally. The varmint in question flies a hot-air balloon, drives a giant wrecking ball machine, operates a catapult, and blasts off on wild rocket-powered roller skates.

In this cart, Sunsoft went all-out to give the 'toons life-after-syndication. When the Road Runner munches a pile of birdseed, he builds up a head of Turbo Speed. His legs become a blur as he zooms down the asphalt like greased lightning! Bait the Coyote into stepping off a cliff, and he'll look sheepishly into the camera as his body drops like a rubber band. Watch his descent with a top-view Mode 7 perspective. The beeps, screeches, and flippity tongue sound effects are sampled directly from Looney Tunes footage.

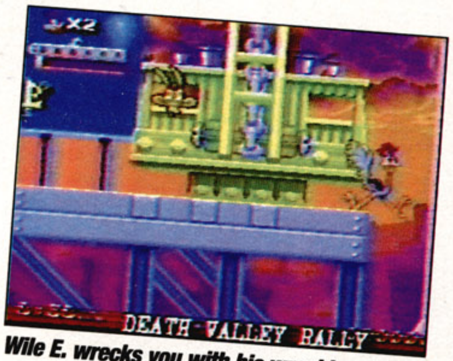
Feel the Need for Birdseed

We'll try to catch this bird's tail feathers with a full review in an upcoming issue. So watch a few Coyote cartoons and make a road map while you wait!

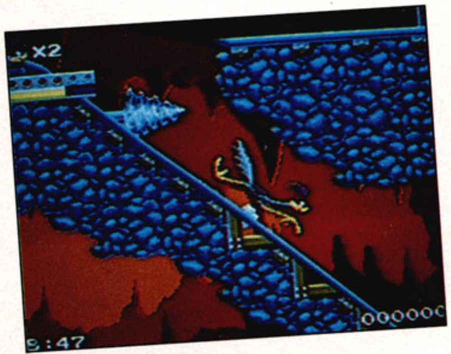
***Road Runner's Death Valley Rally* by Sunsoft**
Price unavailable, 8 megs, Action
One Player, Available October '92



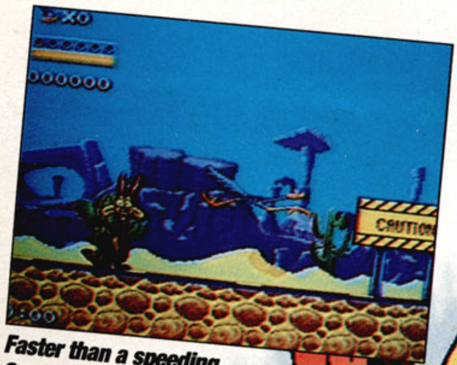
The Road Runner rules Death Valley Rally.



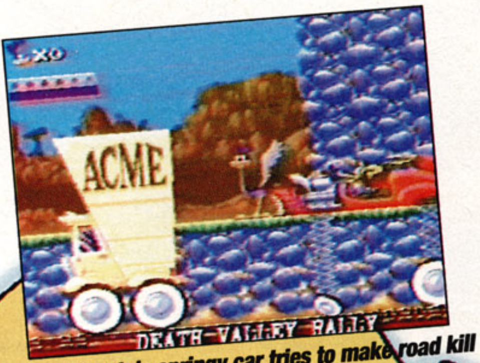
Wile E. wrecks you with his wrecking ball.



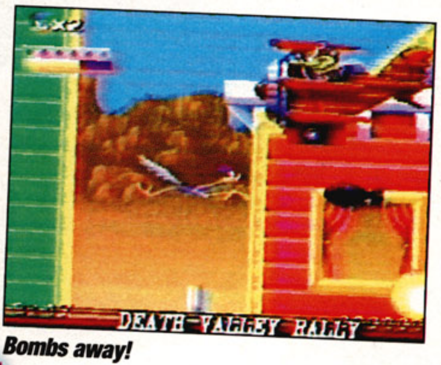
Drilled again!



Faster than a speeding Coyote?



The Coyote's springy car tries to make road kill out of the Road Runner.



Bombs away!

DEATH VALLEY RALLY

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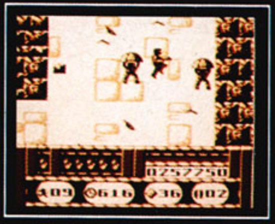
UNIVERSAL SOLDIER

JEAN-CLAUDE VAN DAMME   DOLPH LUNDGREN



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HE GOLD...

7 Olympic Games Events

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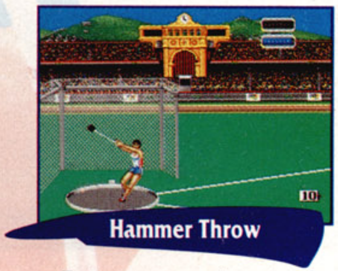
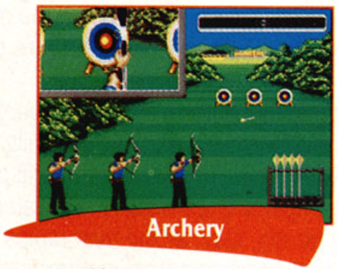


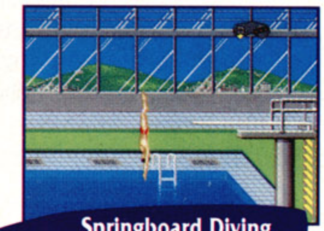
Hammer Throw

Trajectory, speed, angle of descent, you get the idea. Don't you wish you paid attention in physics?



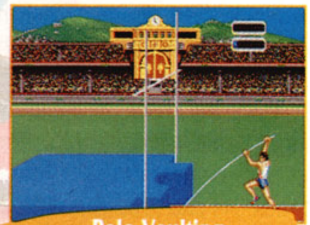
Archery

The farther you pull the bow, the harder to hold your aim steady.



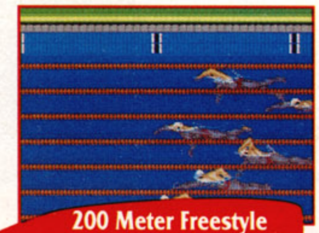
Springboard Diving

Four required dives and one you improvise. Scores based on difficulty, execution and entry into water.



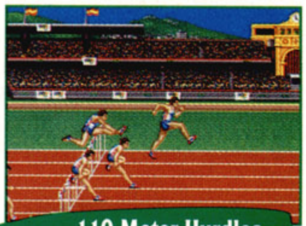
Pole Vaulting

The hardest event. Plant the pole and time your release to clear record heights.



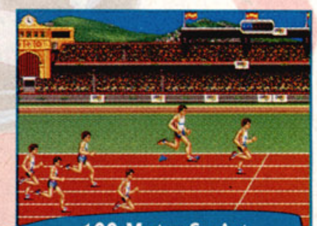
200 Meter Freestyle Swimming

Bang those turns but conserve your strength to sprint for the gold.



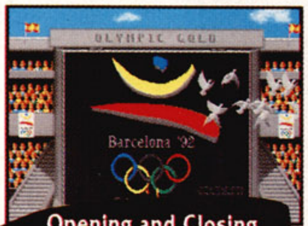
110 Meter Hurdles

Timing your jumps is everything in this event.



100 Meter Sprint

You'll need a fast start and warp speed to have a shot at the gold.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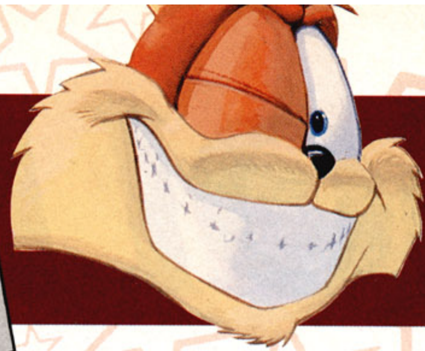


BUBSY

A BOBCAT IN THE MAKING

PART 4

By Slasher Quan

Accolade's nearly bagged its latest SNES creation – Bubsy, the sly cat with the grin that never quits. In past On Location installments, we've seen the development crew add artistic touches and score veritable symphonies of music and sound effects. To complete the cart, programmers must slave over a keyboard to create Super Nintendo fun with fur. This bobcat's worth more than a thousand words – try about 50,000 lines of programming code!

Tools of the Trade

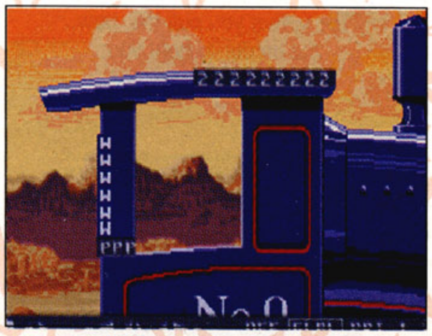
Building a video game from the ground up requires precision tools to translate the "raw footage" from the artists and composers into code the game system can interpret. Lead Programmers Mike Schwartz of Accolade and Scott Williamson of Solid Software uses the C Language and Assembly Language to sculpt and fine-tune these instruments. They also create tools that pick apart, manipulate, and rearrange the visual images.

User Friendly

Getting Bubsy up and running is the next order of business. The team programs a control interface, that reads the player's button presses and activates on-screen movement and game play. If you press the Glide button, the SNES system's brain instantly flashes the corresponding animation frames and moves Bubsy appropriately.

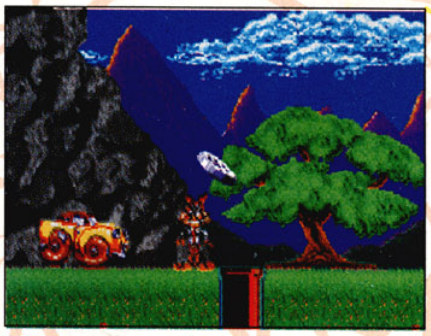
Bubsy Rules

Now the programmers lay down the gravitational laws – literally! Whether he's running, jumping, gliding, or sliding uncontrollably down a steep hill, every move Bubsy makes must be carefully calculated from the ground beneath his paws. For example, the team tells deep water-based terrain, such as the river rapids in Chapter 10, to plunge Bubsy to a waterlogged demise and make gurgling sounds if our cat foolishly gets his claws wet.



Using an Attribute Editor, Bubsy's programmers assign physical properties to the game's backgrounds and inhabitants.

The team can also tell moving objects how to interact with Bubsy. When a manhole cover flies in the air and lands on Bubsy's head, they apply basic physics and tell it to bounce off the bobcat's skull. Each rebound travels half as high as the last, until it finally rests at a dead stop.



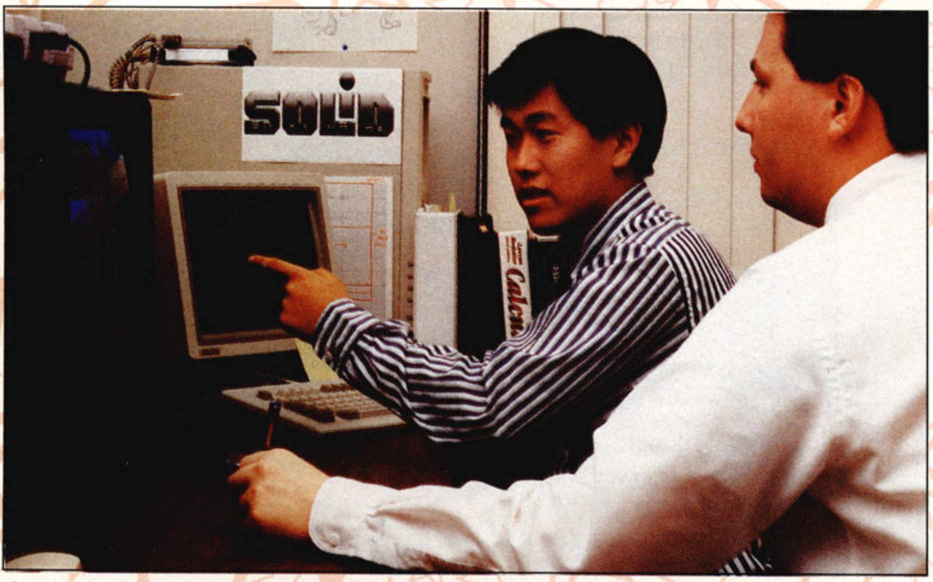
What goes up must come down.

Crowd Control

Bubsy's got you, the player, to control his destiny, but the Woolies need artificial intelligence to think and act for themselves. The team instructs each enemy how to best swipe a few of Bubsy's nine, er, three lives. Once the crowd of creatures is brought to life, Designer Mike Berlyn uses a custom-made Level Populater to place enemies. He can drop grumble weeds, horny toads, and out-of-control pianos wherever and whenever he chooses. Then he flips on the game system, examines his handiwork, and reshuffles the Woolies at the touch of a control pad button!

Testing 1, 2, 3

Bridging the gap from computer screen to game screen is not all work and no play. After crafting their code, the programmers and a crack team of play testers get to put Bubsy through his paces. Keep your eyes peeled for future Bubsy reports as we follow the final steps that Accolade takes to wrap up this package for a March '93 street date.



Solid Software programmers, Scott Williamson (right) and Joel Seider (left), implement computer-created tools to coax Bubsy to come out and play.

Even
the
farm
animals
know
something's
coming.

Final Fantasy "Mystic Quest"™ coming this fall.

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TurboDuo: The Super CD Has Landed

Turbo Tech Rolls Out Its Double-Barrel

While other game companies are still talking about their future CD units, Turbo Technologies (TTI) has just released their second generation of CD-based game systems. Determined to make compact discs the standard for gaming, TTI's TurboDuo is poised to leap into stores this month, lapping the competition in the CD race.

When, Where, and How Much?

On October 10th, the TurboDuo will be available only through selected stores in the Los Angeles and New York areas at a suggested retail price of $299.99. The distribution of the Duo to the rest of the nation is tentatively planned for early '93.

The Bang for Your 299 Bones

At a rather pricey $299.99, gamers will want to know exactly what they're getting. Here's a list of the key features that make the Duo package worth its weight in plutonium.

The TurboDuo is a sleek integrated unit with a lot of potential. The Duo conveniently combines the features of the TurboGrafx-16 and the TurboGrafx-CD. It even plays Turbo Technologies' new Super CD format.

So what? So, you also get $250 worth of software and two Super CD discs. One Super CD disc contains Bonk's Adventure, Bonk's Revenge, and Gate of Thunder. A second disc includes the games Ys Book I and II. You also get a coupon booklet worth $50 towards the purchase of any Duo software or hardware.

If that's not enough, you get the first issue of TurboForce, a new magazine entirely dedicated to Turbo Technologies' hardware and software. That's a total of $599.99 worth of stuff, not counting the magazine. Not only do you get all this, but some time in 1993 there'll be a peripheral that will turn your Duo into a CD-ROM drive for the IBM PC or the Mac.

What's So Super?

The Super CD capability of the TurboDuo is by far the most important development in CD video gaming to date. It allows for four times the storage of the older TurboGrafx-CD games, amounting to 6 megabits (256K). This increased storage provides programmers with the space to create more graphics, better sound, and longer play time for games. ShapeShifter (see review in this issue) is one of the first games to tap into this intense increase of depth. On the horizon are even better games that'll take advantage of the Super CD (check out the list that accompanies this article).

A Deal for Loyal TurboGrafx Users?

If you have a TurboGrafx-16 with the CD Player, then you can upgrade your system to play Super CD's with the Super-System Upgrade Card, which will retail for $95. This won't allow you to take advantage of some of the cool features the Duo has to offer, like personal computer CD-ROM capability and a slightly faster access time. However, it will come with the 3-in-1 Super CD that contains the two Bonk games and Gate of Thunder. If you've already invested in a TurboGrafx-CD player, you probably can't justify buying a Duo unless you've got a PC and a need for a CD-ROM drive.

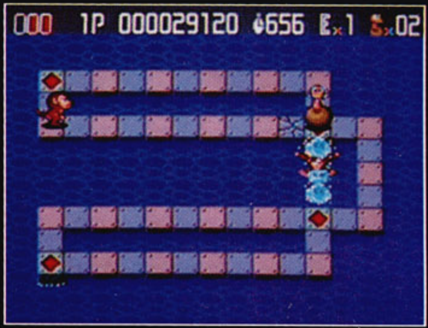
However, if you've only purchased a TurboGrafx-16, you'd be spending $245 for a CD player and the upgrade card. It may behoove you to spend the extra $54 bucks for the Duo and give the TurboGrafx-16 to someone less fortunate than yourself. If you're a first-time buyer and you're interested in a system from TTI, then definitely go for the TurboDuo.

Super CD Lineup

The following is a list of games that will be available on the new Super CD format:

1992

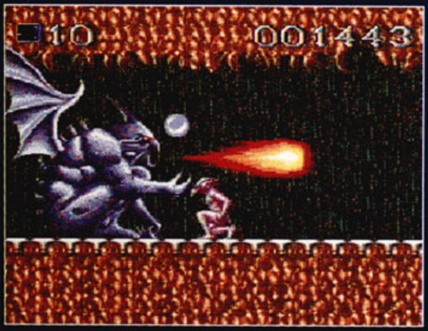
Splash Lake by NEC Avenue (August)



In this addictive puzzler, you play Ozzie, a strong-beaked Ostrich. Ozzie's goal is to sink colorful enemy animals into Splash Lake by taking a crack at pieces of a bridge.

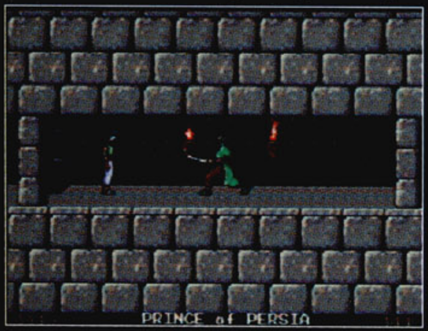
TurboDuo
II
I
SELECT
RUN

Shadow of the Beast by Psygnosis (September)



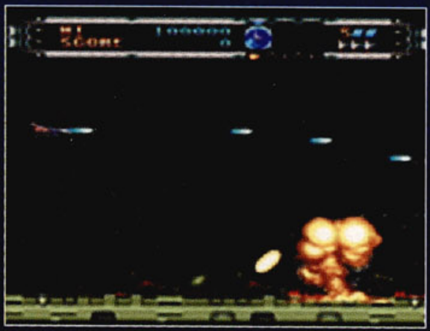
You play the main beast in this action/adventure game. (See OverSeas ProSpects in GamePro August '92.)

Prince of Persia by TTI (October)



In this popular title, you must escape a dungeon and rescue the princess before it's too late.

Gate of Thunder by TTI (November)



Gate is an awesome shooter designed to take advantage of the TurboDuo's capabilities. (See the Pro Review in GamePro July '92.)

Dragon Slayer by TTI (November)

It's your turn to take your rightful place as the true heir to the throne, restore the kingdom, and avenge your father's death.

Camp California by ICOM (Fall)

The object of this side-scrolling action/adventure game is to keep the beaches clean so that everyone can appreciate the rad surf without dirty turf.

Loom by LucasArts (December)

As Bobbin Threadbare, you live in an ancient city of Weavers. The city is in danger. You must save the Weaver's Guild by collecting puzzle pieces and solving the musical brainteasers.

Rayxanber III by Data West (Under Negotiation)

One of the first Super CD shooters, this game promises to sport some killer graphics and amazing sound. (See Overseas ProSpects in this issue.)

1993

Riot City by TTI (March)

In this two-player fighting game, you'll use those street fighting techniques to beat up bad dudes, thugs, and hooligans, who are creating danger in your 'hood.

Dungeon Explorer 2 by TTI (Winter)

Up to five players assume a character and attempt to defeat the evil King Blade in this action RPG.

Populous, The Promised Land by TTI (Under Negotiation)

You're the supreme being in control of the world. How will you lead it?

SimEarth by TTI (Winter)

You control the Earth's environment and evolution in this simulation game. This one was a big hit for the PC.

Spriggan by Naxat (December)

It's an all-out awesome shooter. (See Overseas ProSpects in GamePro December '91.)

Fantasy Star Soldier by TTI (Spring)

Here's a shooter that shares characters with Super Star Soldier and Bomberman.

Far East of Eden 2 (Under Negotiation)

Human Sports Festival by Human (Under Negotiation)

TURBOGRAFX-CD

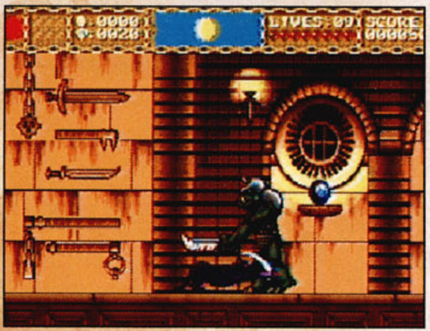
PRO REVIEW

By Doctor Dave

Things are "Shaping" up for the TurboDuo. Here's a great Super CD-ROM action/adventure game called ShapeShifter.

Things Look Dark

In this hot, side-view, multi-scrolling, hack 'n' slash game, you play Lykos, a brave young man with a buffed bod. Lykos' home, the Land of Krellion, is about to be trashed into the Dark Ages by a gruesome trio from the Shadow Realm called the "Dark Ones." You must free five wizards who will give you the ability to transform into powerful Shapes: the Black Panther, the Psionic Shark, the Rock Troll, and the Gold Dragon. It's your only hope of defeating the Dark Ones and their unholy hordes.

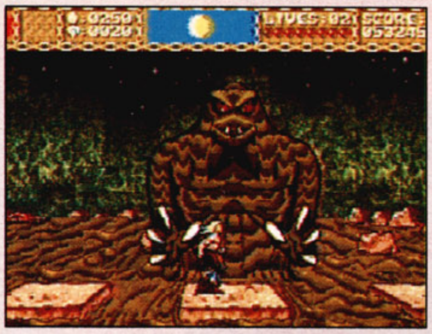


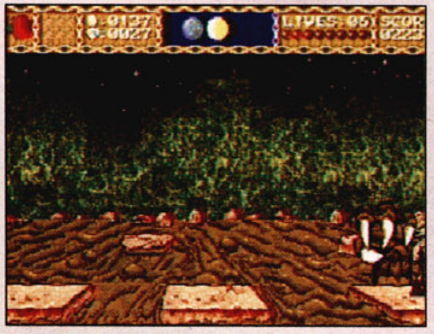
Power up your Shapes with Blue Globes.

Home, Sweet Home

Your quest begins in Lykos' hometown, where you purchase weapons and other items. In the Weapons Shop, you have three weapons to choose from–the Morning Star Mace, the Axe, and the magic Bow. You start out pretty poor, but chopping beasts and bad guys down to size fills your money bag. You can then soup up your weapons power, or even have your fortune told by the local fortune teller.

The town is also where you save your current game. However, if your life meter runs dry before you reach town – sorry!

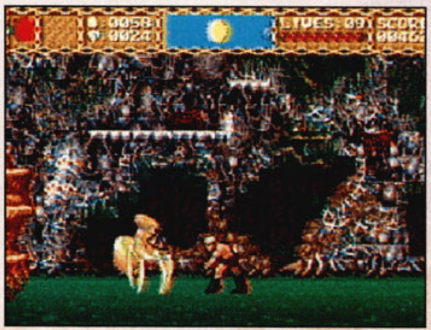




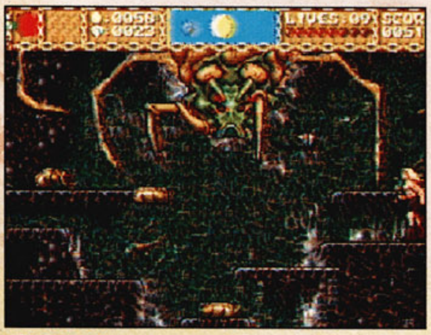
PROTIP: Defeat this Sand Monster by standing on the far right platform. It can't touch you there.

Meet Strange New People...and Fight Them!

This epic game keeps your mind locked in with a ton of quests, which put you into contact with a rainbow of races, a multitude of monsters, and an assorted bunch of mayhem makers. For example, your first task is to save Krellion from the Spider Clan. Squishing the Spiders means you have to exterminate a huge spider monster.

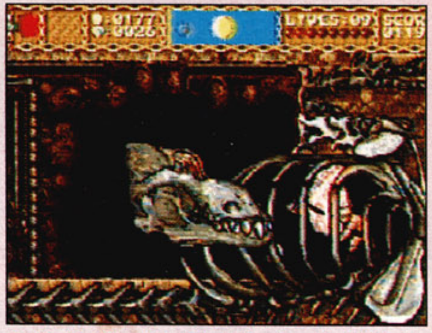


PROTIP: Here you can max out your life bar by knocking off this spider, exiting the screen, returning, and defeating it again.

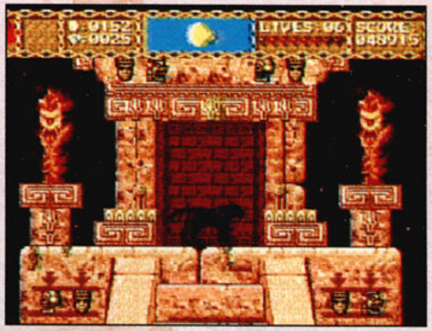


PROTIP: For an easy victory against this huge spider, use a magically enhanced Axe from the right-hand platform.

Later, you enter a mountainside and drop down into an eerie realm populated by scary-looking skeleton creatures. The great bone dragon has a bone to pick with you. Still later, you encounter an Aztec-style civilization, where appearing in the correct Shape is the only way to live. You're just getting started!



PROTIP: Stand behind the heart of this bone dragon as you attack it with your weapon. The dragon won't stand a chance!



PROTIP: Make sure that you enter the Pyramid as the Black Panther.

Classic Cutting

ShapeShifter is a classic hack 'n' slasher with some nice twists to its game play. In general, you must run, jump, swim, and climb your way across terrain and obstacles. The game's moves feature the familiar jump and attack techniques found in other side-scrolling adventures.

Naturally, the ability to change shapes jacks up the tactics and strategy. Each Shape has special abilities, but you only remain in a Shape for three minutes. Your Shape can effect the way other characters react to you. You must find Gems which enable you to assume these different Shapes. It takes a certain number of Gems to change into each Shape. Shape time automatically extends if you have the Gems.

SHAPE Shifter

There's an automatic life aid, too. The interface contains a unique Sun and Moon meter, which displays day passing into night and vice versa. Every 10 minutes or so, there's an eclipse that automatically maxes out Lykos' life meter and his Shape time.

Slash, Look, and Listen

The Super CD format struts its stuff with awesome graphics and sound. The pix are tough with smooth multi-scrolling effects. The game doesn't offer animated sequences. However, during story sequences it scrolls across some nicely detailed still images, which impart an appropriately medieval feel. The variety of graphics is impressive. The Shape-Shifter world is full of eye-catching creatures, terrains, and civilizations.

The soundtrack is great! The music features upbeat rhythms and hard rocking tunes. The characters speak with dramatic, digitized voices.

The Cutting Edge

You'd best get into Shape, video adventurers. Do your finger exercises and shake the cobwebs outta your head. ShapeShifter is a must play.

ShapeShifter by Turbo Technologies

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
4.5	5.0	4.0	4.5	Advanced

$49.99
Available now
Action/Adventure

One Player
Super CD-ROM

ILLUSTRATION: ARTIE RUIZ

TURBOGRAFX-16 PRO REVIEW

By Speedy Buns

Got an itchy trigger finger? Get ready to scratch. Soldier Blade's an awesome one-player, vertically-scrolling space shooter in the tradition of TG-16 classic, Blazing Lasers.

Blazing Blade

Rocket straight into the 21st century and climb aboard Soldier Blade, a heavy fighter craft designed to annihilate alien attackers. Each of Soldier Blade's levels features gorgeous graphics, very similar to those of Blazing Lasers. Cool tunes accompany the action, which flashes tons of sprites on-screen with nary a flicker or slowdown in sight. Middle and end bosses pack enough firepower to blister even the hands of experienced space jockeys.

Weapons-wise, Soldier Blade has a standard space shooter system of weapons and power-ups. Blast enemy craft and creatures, and three differently colored power-ups appear. Gather power-ups of any one color to fully charge one of three weapon systems: Maximum Heat Trace, Sweeper Blade, and Chase Blaster. The Super Shells are an excellent addition to the standard weapon system. Each time you snag a power-up unit, you earn one Super Shell, but you max out at three. Super Shells give you invincibility for several seconds and wreak havoc on alien attackers.

In addition to the normal game, Soldier Blade also has two and five-minute Challenge Modes. Go for the top score against a friend.

Tough Turbos

Even with continues, Soldier Blade packs enough star firepower to challenge the most seasoned space veterans. If you loved Blazing Lasers, don't miss Soldier Blade. If you've never seen either, blast off with both just to see two high-quality shooters. Soldier Blade will make you want to be one of the proud, the few...a TG-16 owner.

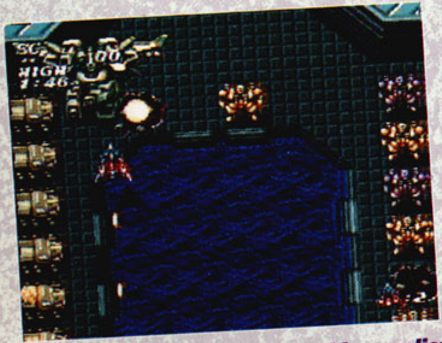
Soldier Blade by TTI

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.5	5.0	ADV. Advanced

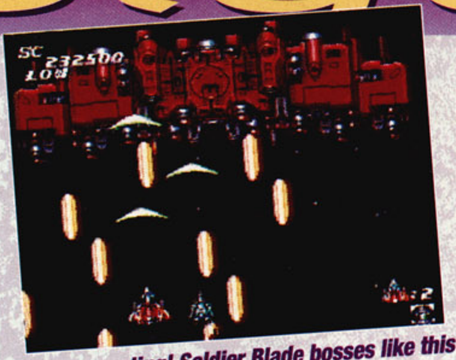
$49.99
4 megs
Available September '92

Shoot-em-up
One Player
Continues

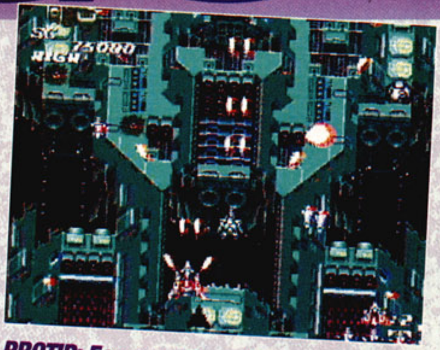
Soldier Blade



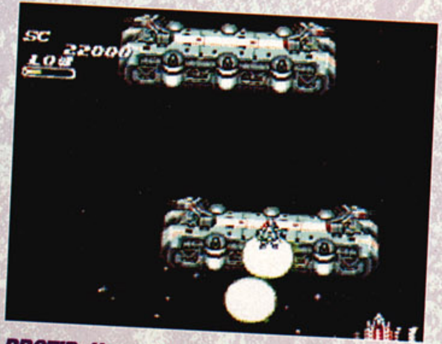
PROTIP: After you're destroyed by an alien attacker, a power-up will float down the screen. Grab it – you'll need it! If you snag a power-up when your weapon is already fully powered, you get a Burst Out, which does damage to your enemy.



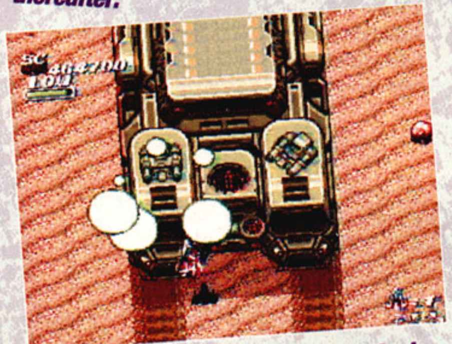
Start sweating! Soldier Blade bosses like this one are almost impossible to beat.



PROTIP: Earn an extra ship at 100,000 points and then every 200,000 points thereafter.



PROTIP: Use a Super Shell to get past this tricky area of Operation 5.



PROTIP: Save Super Shells for big bad bosses, such as the Operation 3 Tank.

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Nintendo GAME BOY™
LIGHTBOY

THE WINNER AND STILL CHAMPION

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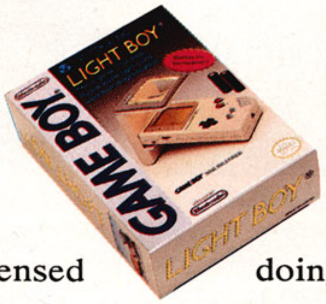

- Replaceable Lights
- 1.5 Magnification
- Batteries Included

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Vic Tokai Inc., 22904 Lockness Ave., Torrance, CA 90501

TURBOGRAFX-16 PRO REVIEW

Jackie Chan's Action Kung Fu

By Slo Mo

Quick! Name the only movie megastar with a video game named after him. Jackie Chan's the man! In Asia, Mister Chan reigns supreme as the big screen's number one martial arts/action movie superstar. (Siddown, Jean-Claude.) The Japanese in particular go koo-koo over his kung fu. So it should be little surprise that Hudson Soft of Japan has exported Jackie Chan's Action Kung Fu from the P.C. Engine to the TurboGrafx-16.

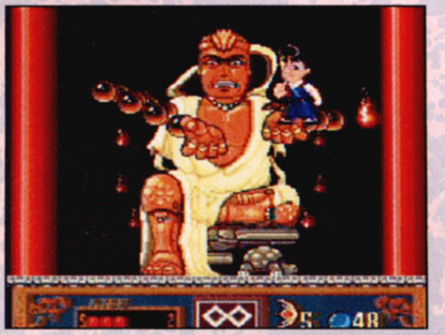
Familiar Fighting

Action Kung Fu is standard, side-view, multi-scrolling, hop 'n' bop fare with a few nice features to help it stand out from the crowd. The evil Sorceror wakes up from a three-thousand-year slumber with a major mean-on for the warrior who put him under. He settles for the warrior's descendent, who happens to be Jackie's beloved Josephine. The Sorceror puts the snatch on Josie, and the Chan-man's in hot pursuit!

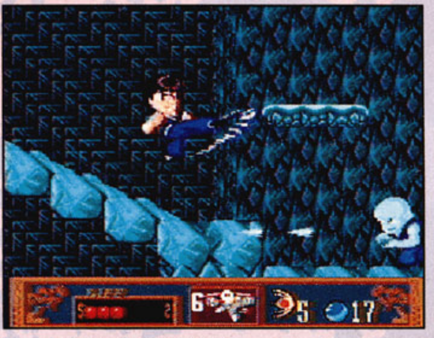
Jackie's graphics are cutesy all the way, in the style of Hudson's Bonk's Adventure carts. However, the graphics overall are much more detailed, and the bad guys look much meaner than Bonk's foes. The backgrounds feature nice Asian motifs, which lend style to this martial arts tale.

Cute, but Cunning

Despite the cartoony look, Jackie means business. He's a def fighter, who throws fists and feet across five tough stages. The game's familiar action/adventure stuff: you batter beasts, brain bad guys, and beat bosses galore. However, each stage has at least three scenes and they're filled with gravity-defying jumps, obnoxious obstacles, and tricky traps that require deft fingering.

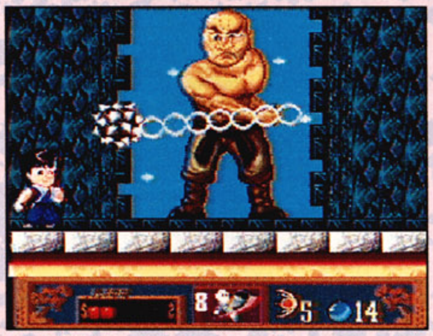


PROTIP: To beat the Shaolin Temple's Statue Boss, ride its hands and avoid the flame. Then hit it in the head.



Jackie's kicks are cool!

Position is a little more important than reflexes in this game, but you get your action/adventure money's worth. In addition to typical punching and kicking, Jackie's got four cool Special Attacks (all slick kicking techniques) and a punishing Psycho Wave. The simple-but-efficient controls help you become an Action Kung Fu expert, and you must be good to beat this cart.



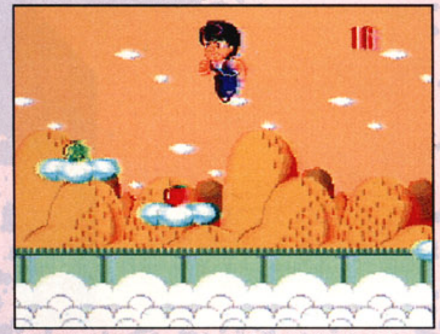
PROTIP: Against the giant Cave Boss, the Sky Attack is best, but the 360 Spin Attack also works.

You get plenty of help, too. Beat on Item Frogs to make them cough up Special Attack Jades and life-restoring Energy Bowls. Bopping bad guys makes 'em drop life-restoring Bonus Jades.

PROTIP: Hop up and down on the rocks at the end of the Cave. It keeps them from crumbling too quickly.

PROTIP: On the Shaolin Temple grounds, there's an Item Frog with an Energy Bowl hiding at the end of the second pool of water.

Extra lives also play a part in the game's devious way of forcing you to listen to the sounds. You must keep your ears tuned for the chime of invisible Bonus Bells, which transport you to bonus stages and potential extra lives. Luckily, the music's not bad and Jackie unleashes some great yells.



Every bonus round is different. Here's the Cloud Fruit.

PROTIP: On the rocky grounds leading to the Shaolin Temple, there's a Bonus Bell with the mad monk on the small plateau.

No Kung Fooling

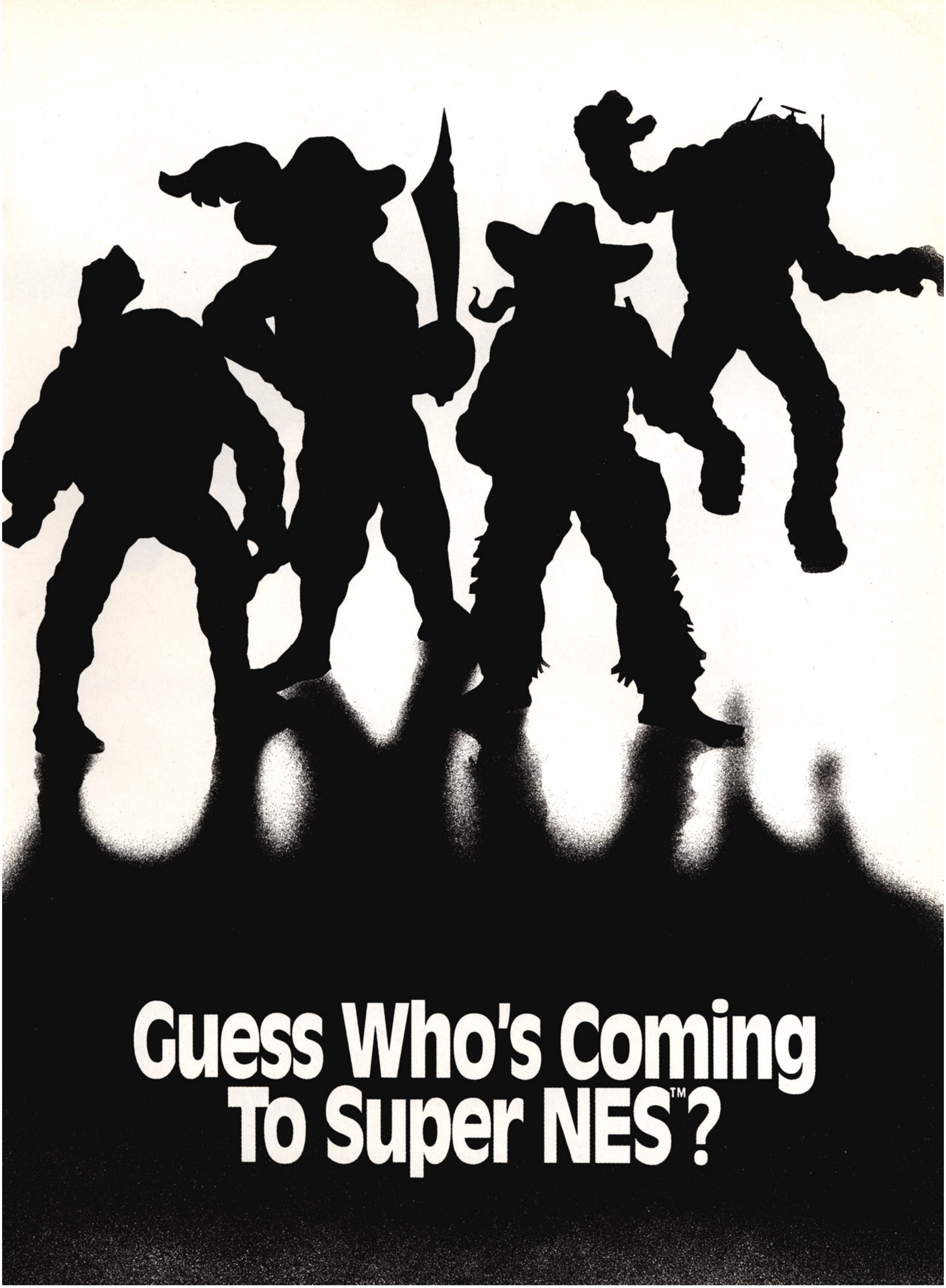
If you want hot and heavy martial arts with outrageous stunts, go rent a Jackie Chan movie (with or without subtitles). But if you crave a little punch and kick adventure to at least make your thumbs sweat, this Chan can.

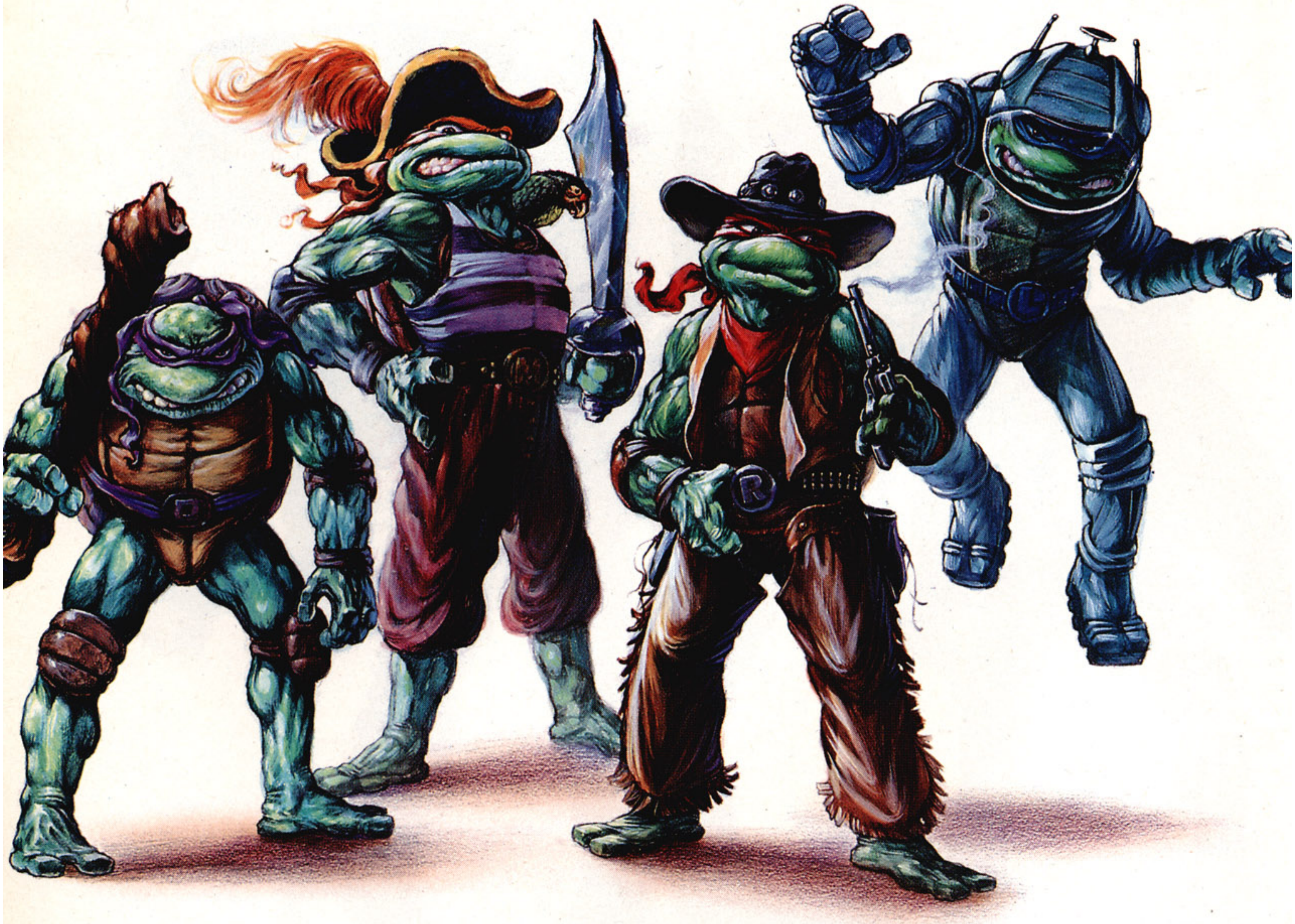
Jackie Chan's Action Kung Fu
by Turbo Technologies

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT. Intermediate

$49.99
Available now
Action/Adventure

One Player

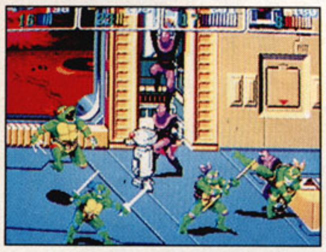

Guess Who's Coming
To Super NES™?

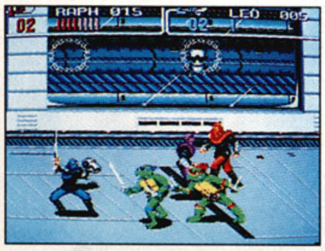


The Turtles Are In For The Times Of Their Lives.

Cowabunga, courageous ninja dudes, it's TMNT®IV–Turtles In Time™ for Super NES. The fab four are in a time warped tail spin direct from the second arcade game. And there's a most bodacious bonus. Now you can also go shell-to-shell in a tasty turtle bash-o-rama mode and find out who's the most radical reptile of them all.

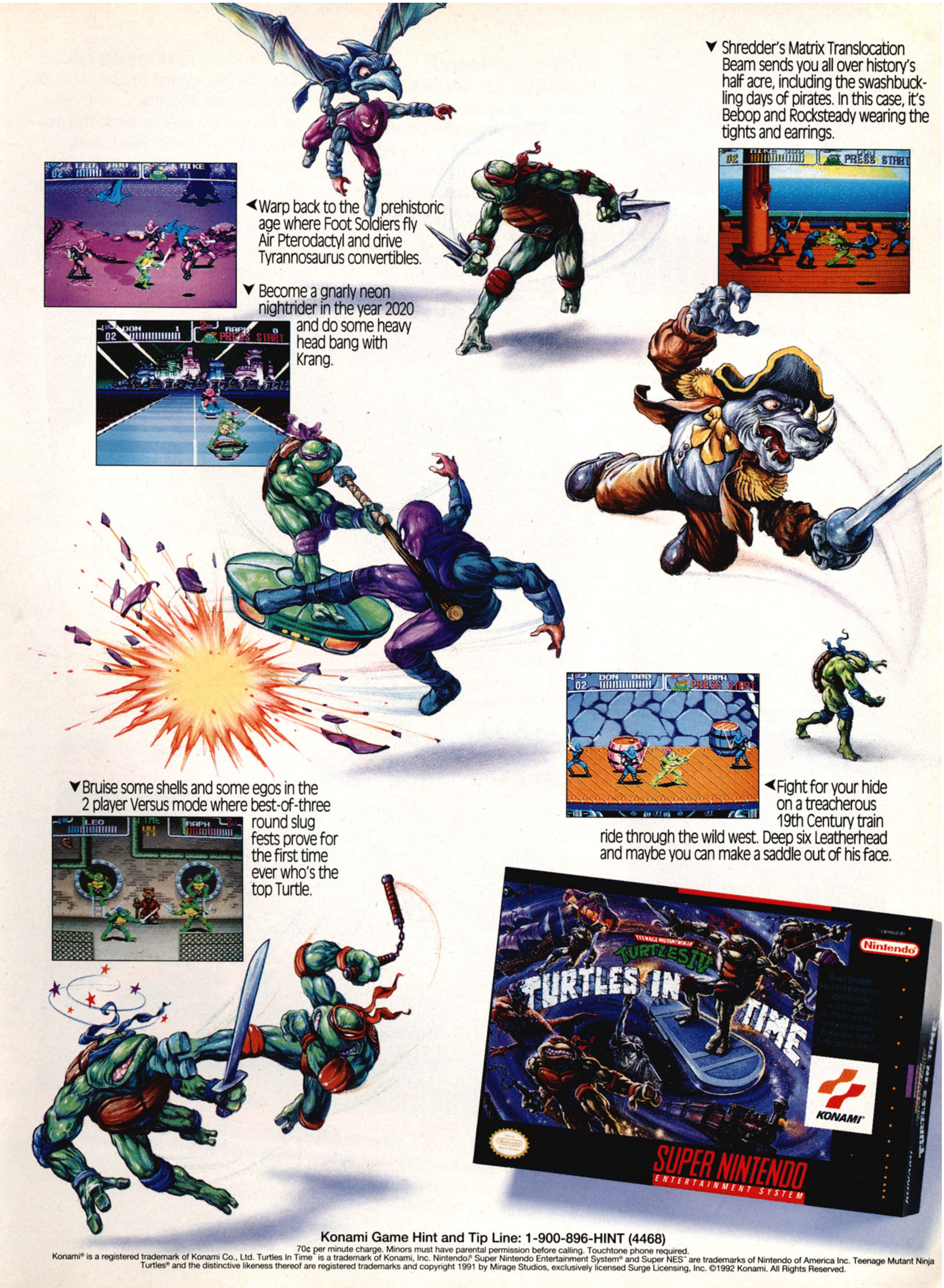
Take on 10 explosive levels featuring humungoso 3D graphics. You've got nine Turtle attack moves to use including the Catapult, Cannon Ball and Bulldozer. This dizzying trek through time takes you A.D., B.C. and A.D. again. You'll be hurled through time so much you may hurl yourself. But don't forget your mission: to find April O'Neil (schwing!) and the stolen Statue of Liberty before Shredder makes a mega size lawn ornament out of her. So achieve total turtlosity and go for it!





KONAMI®

◄ Check it out, dudes. Arcade screenage on the left, Super NES screenage on the right. They're, like, turtlely the same! Aren't those studs at Konami awesome?



TEENAGE MUTANT NINJA TURTLES IV
TURTLES IN TIME
Nintendo
KONAMI
SUPER NINTENDO ENTERTAINMENT SYSTEM

▼ Shredder's Matrix Translocation Beam sends you all over history's half acre, including the swashbuckling days of pirates. In this case, it's Bebop and Rocksteady wearing the tights and earrings.

◀ Warp back to the prehistoric age where Foot Soldiers fly Air Pterodactyl and drive Tyrannosaurus convertibles.

▼ Become a gnarly neon nightrider in the year 2020 and do some heavy head bang with Krang.

◀ Fight for your hide on a treacherous 19th Century train ride through the wild west. Deep six Leatherhead and maybe you can make a saddle out of his face.

▼ Bruise some shells and some egos in the 2 player Versus mode where best-of-three round slug fests prove for the first time ever who's the top Turtle.

Konami Game Hint and Tip Line: 1-900-896-HINT (4468)

70¢ per minute charge. Minors must have parental permission before calling. Touchtone phone required.

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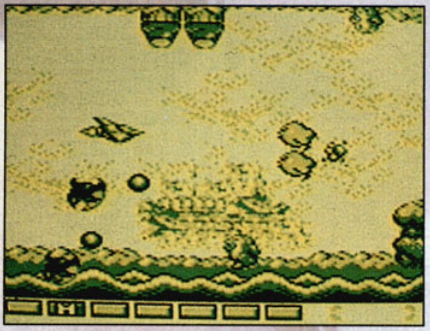
OVERSEAS *ProSpects*

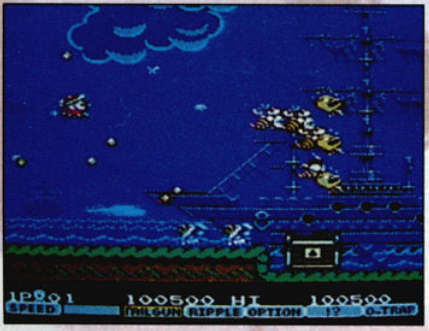
PARODIUS

By Doctor Dave

Parodius qualifies as the most humorous game to come along in a long time. In Japan, Parodius has hit several system platforms, such as the Super Famicom, the PC Engine, the Famicom, and the Game Boy.



Parodius for the Game Boy...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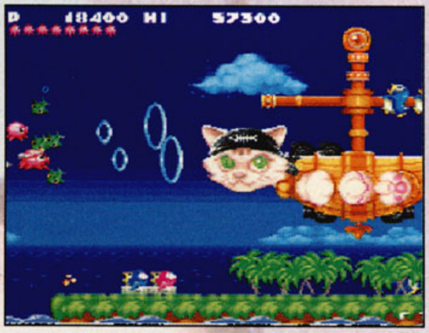
SPEED TAILGUN RIPPLE OPTION !? O-TRAP

The Famicom...

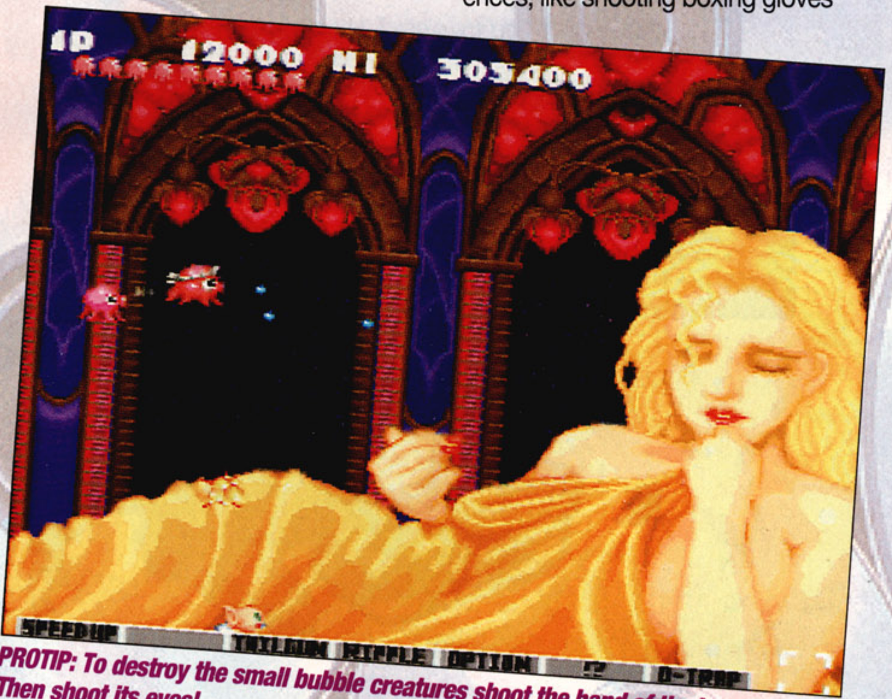

P 18400 HI 57300

And the Super Famicom.

What's So Funny?

Parodius is a side-view, multi-scrolling shoot-em-up by Konami that "parodies" some of their well-known games, such as the Gradius series, the Contra series, and many more. It has 10 levels of play with great graphics and sound. Each level has a totally different visual scheme with music that's tuned to the action.

Parodius is most similar to Gradius. Like that much-played shooter, you have a weapon select bar that you can build up and you can select a formidable arsenal, including Missiles, Twin Lasers, Shields, and other options. Unlike Gradius, you can choose from four different original ships - the VicViper, the Octopus, the Twinbee, and the Pentarou. The ships play alike with a few oddball differences, like shooting boxing gloves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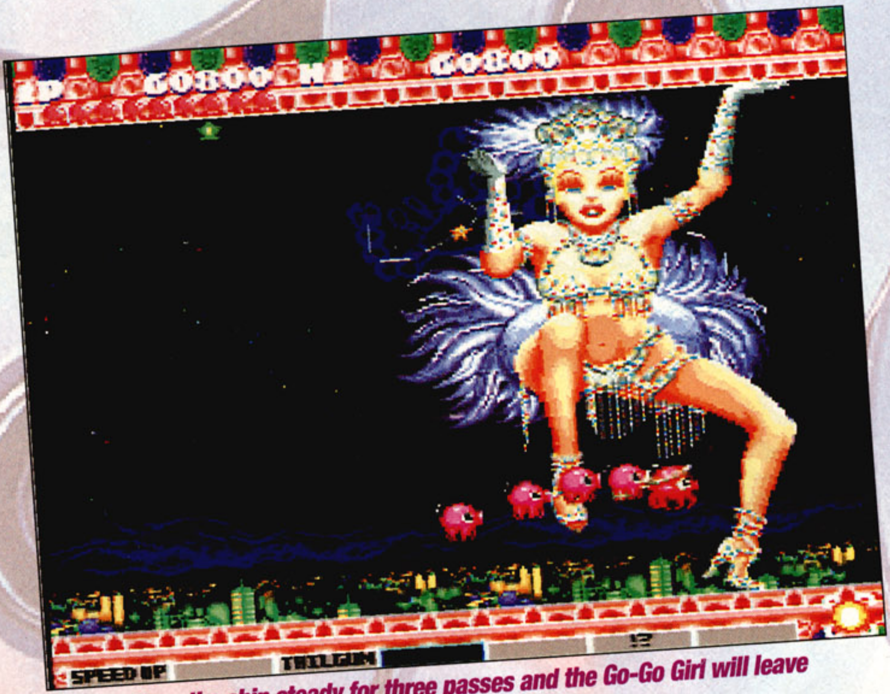
SPEED UP TAILGUN RIPPLE OPTION !? O-TRAP

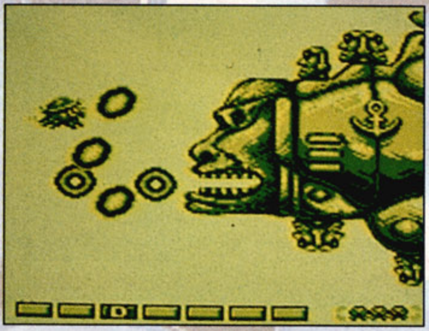
PROTIP: To destroy the small bubble creatures shoot the hand of the Level 7 boss. Then shoot its eyes!

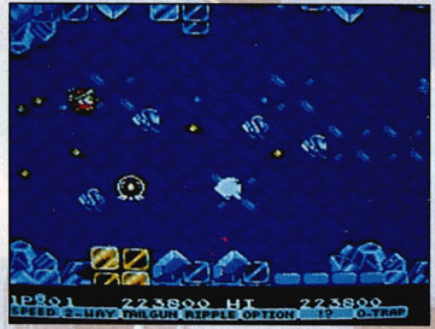

1P 60800 HI 60800
SPEED UP TAILGUN !?

PROTIP: Keep the ship steady for three passes and the Go-Go Girl will leave you alone!

PROTIP: To avoid being crushed by the trees, be sure to speed past them in Level 4.

instead of missiles. You encounter a zany mix of end-level boss characters, along with weird middle bosses, such as the Go-Go Girl!





No Joke

If you like to laugh while you fight, Parodius will give you a belly full of both. This game is great for experienced gamers who've played the original Konami carts. If you haven't, the joke's on you.

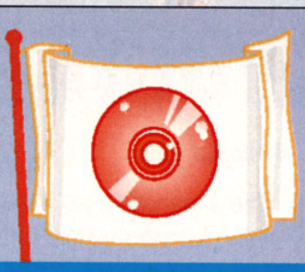
Parodius by Konami
Multiple Systems
Shoot-em-up

RAYXANBER III

By Doctor Dave

Super CD-ROM games in Japan are getting better as time progresses. Rayxanber III is the best Rayxanber so far. Like its P.C. Engine CD predecessors, this game is an action-packed, side-view, multi-scrolling shooter. This time, however, your Alien opposition makes an all-out effort to turn you into a pile of junk!

Rayxanber starts out too easy, but later on the going gets tough. Across six levels, the great Super CD-ROM graphics toss a dizzying armada of weird-looking spaceships at you. There's a good mix of power-ups such as missiles, lasers, and other options. Eventually, you need 'em all.



Mega CDs Made In Japan

By Betamax Boy

The Duo Does Super CD

American gamers sometimes forget that the NEC PC Engine has had a CD-ROM peripheral since 1988. Now, the P.C. Engine Duo Super CD powers some great compact disc games, and the U. S. version, the Turbo Technolgoies TurboDuo, has made its debut (see this issue "The TurboDuo: the Super CD Has Landed!"). Here are some Japanese Super CDs that will likely appear Stateside.

Konami is now developing PC Engine CDs, and two of the hottest games in Japan are likely to be Cyber Punk Adventure: Snatcher and Orius. Snatcher is an action/RPG with a hardcore cyber punk story that combines the Terminator with Blade Runner. You play a trench-coated private eye who must track down and destroy an awesome android, the Snatcher. Konami calls this game "CD-ROMantic," a designation they plan to use on future adventure games.

Orius is currently making the rounds in U.S. arcades, and its ready for Super CD duty. It's a bizarre shooter that's inspired by the Gradius saga. Graphics and sound are surreal, and the tried-and-true Gradius power-up system will be in effect. Consequently, power players won't have to take on the game cold.

Telenet has Valis-The Phantasm Soldier set for the Super CD. Yes, this is the mysterious Valis I that recently showed up for the Genesis. However, this version plunges Yuko and her Valis sword into brand new levels with CD-powered music and cinema sequences.

Falcom has the long-awaited Ys IV set for CD. This series is one of the most popular in Japan and expectations are high. Adol and his friends get into more trouble with usurpers and threats to those pesky Books.

NEC Avenue/Hudson is adapting the unfinished SuperGrafx version of Galaxy Force for the Super CD format. Graphics do the arcade version justice, and they blow the doors off the Genesis version of Galaxy Force II.

NEC Avenue/Hudson is also converting a Capcom classic to Super CD. Forgotten Worlds Deluxe lives up to its reputation with awesome graphics and super bosses that went missing from the old 4-meg Genesis cart.

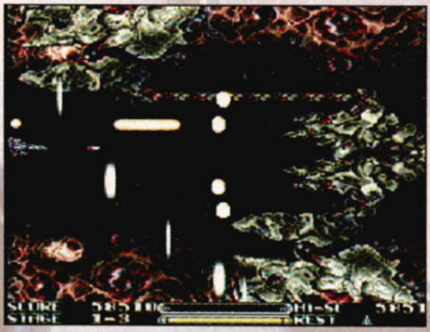
Hudson's Super Raiden for the Super CD looks super indeed! The color and backgrounds are twice as intense. The number of power-ups are double those in the old 6 meg HuCard, and you need 'em all because the difficulty level reaches top end.

CD News

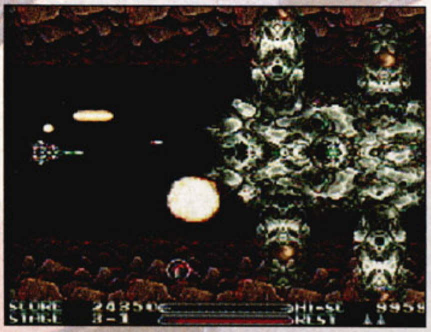
The hot news from the Sega Camp concerns laser disc arcade game conversions, such as Thunder Storm FX (Cobra Command) by WolfTeam/ Telenet ("Overseas ProSpects" GamePro, Sept.'92).

WolfTeam has also purchased the rights to some of the old Don Bluth laser disc titles. Games on the way include Space Ace and several unfinished games, including Space Ace II, that were shelved in 1984 when laser disc popularity waned.

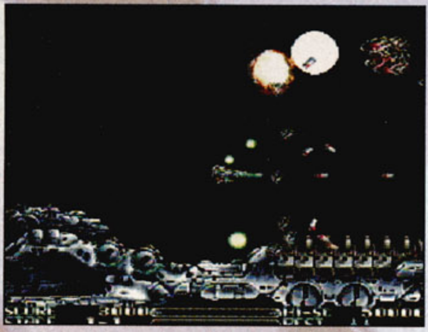
Sony/Imagesoft is also about to produce some laser disc conversions. It's bought the rights to three Dragon's Lair games, two completed and one unfinished - the old 1983 Dragon's Lair, the unfinished Dragon's Lair: Singe's Castle, and the '91 Dragon's Lair II: Time Warp.



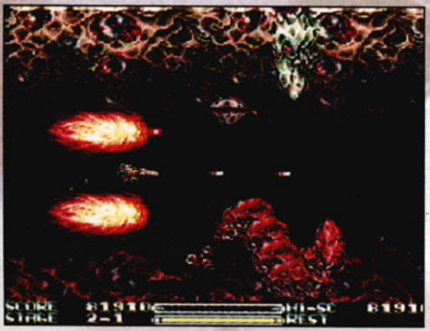
Some of the graphics are breathtaking!



Use your mega weapon by holding down your fire button and releasing it after two seconds.



Blast past enemies with speed thrusters.



In Stage 2, you must be cautious since water slows your ship down.

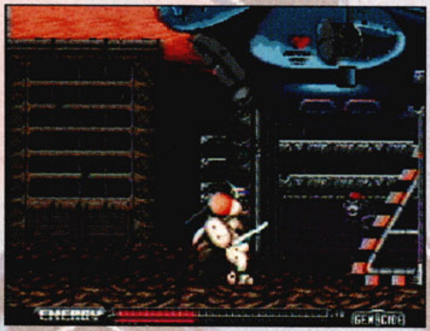
Rayxanber III puts up a good fight. It's no Gate of Thunder, but it runs a good, close second!

Rayxanber III by Data West
PC Engine Super CD-ROM
Shoot-em-up

GENOCIDE

By Doctor Dave

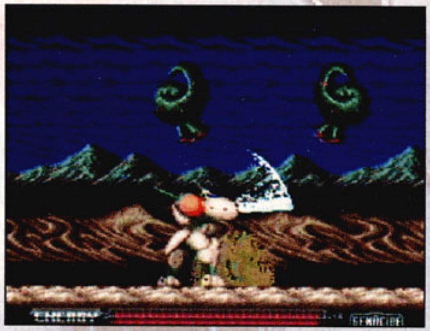
The Japanese have a real thing for robo-suited, power dudes. In Genocide for the Super CD, you control a Mech-warrior, who cuts a path of destruction through his enemies with his Plasma Blade.



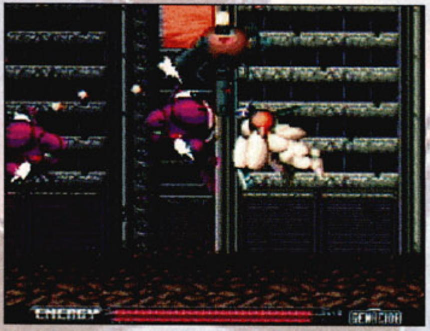
Background graphics are some of the best!

Genocide presents five hard-hitting, side-view, multi-scrolling levels of super fast game play that will plaster you across the screen if you don't look out. Each level has a vicious army of enemies (metallic and organic) who want to rip your mech apart!

Although this game packs more action in it then any other Mech game currently out there, it has a few drawbacks, such as limited moves and firepower. However, the awesome game speed will blow your mind!



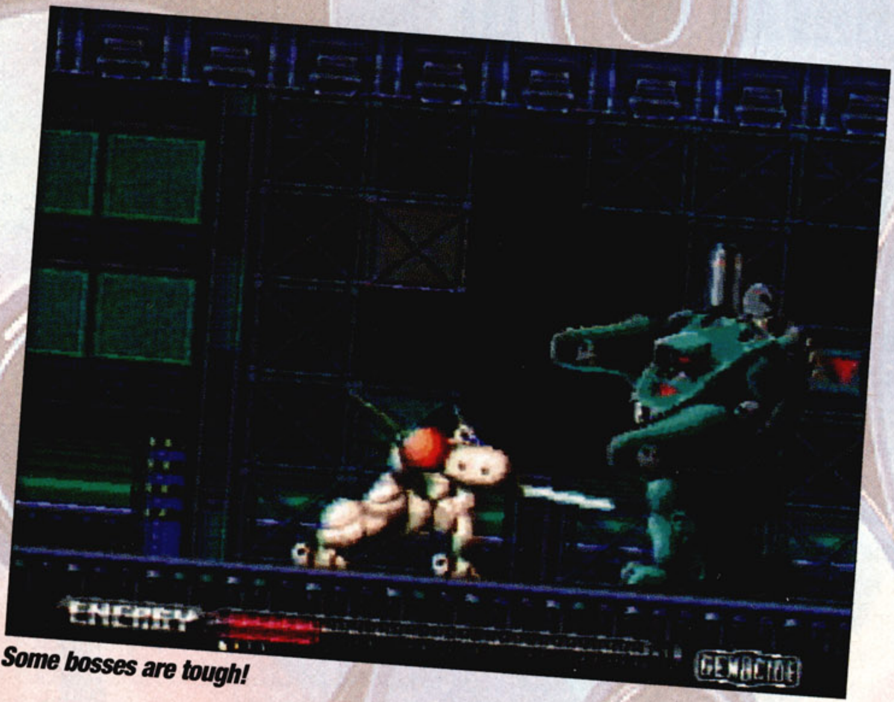
PROTIP: Use your Plasma Saber for close attacks.



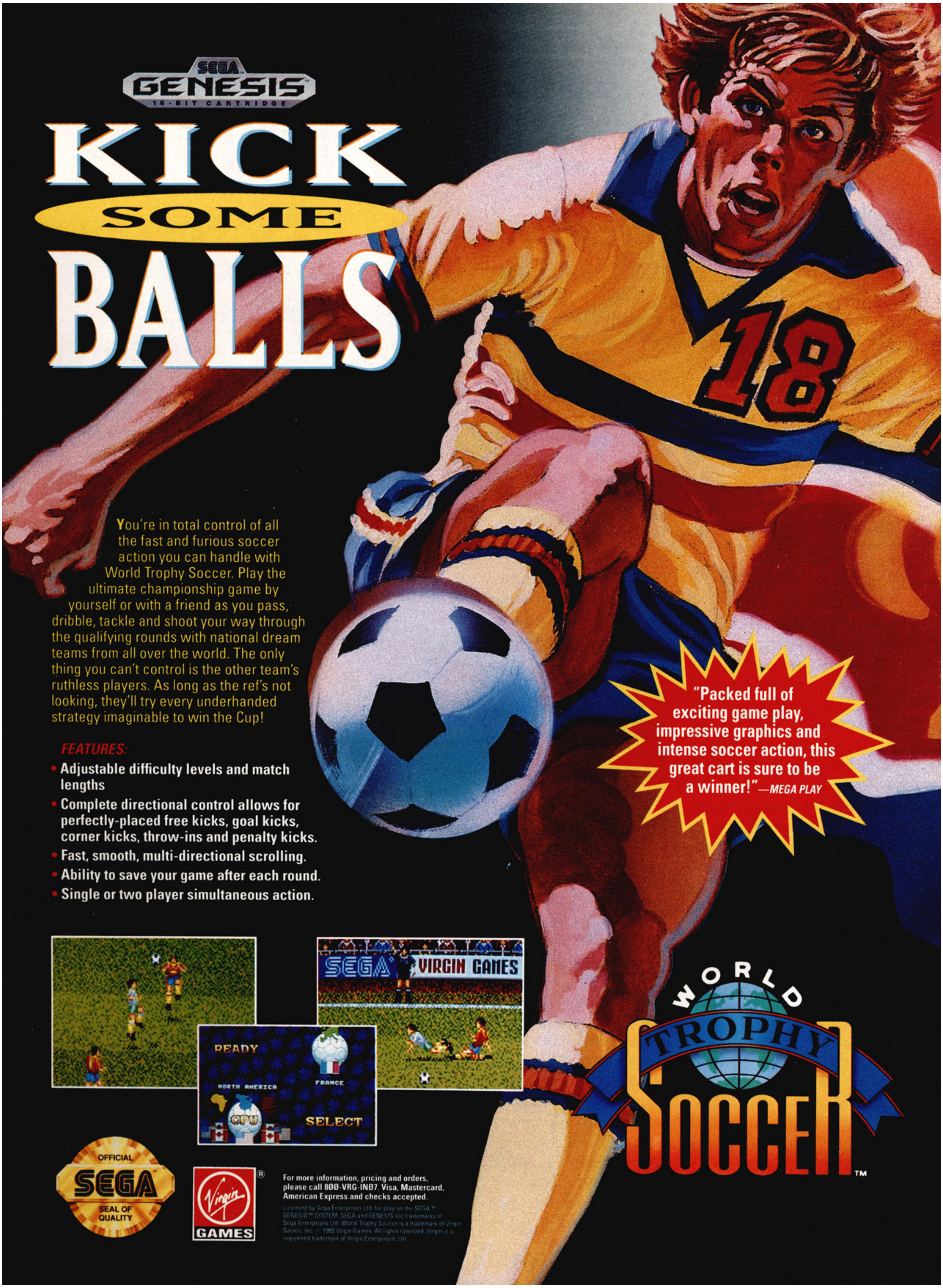
PROTIP: Sometimes you can flip out of danger!

Until now most of the Mech-style games haven't been much to write home about. Genocide for the Super CD-ROM has what it takes – metal mixed with mettle!

Genocide by Brain Grey
PC Engine Super CD-ROM
Shoot-em-up



Some bosses are tough!


SEGA GENESIS
16-BIT CARTRIDGE
KICK
SOME
BALLS
18
SEGA
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SELECT
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You're in total control of all the fast and furious soccer action you can handle with World Trophy Soccer. Play the ultimate championship game by yourself or with a friend as you pass, dribble, tackle and shoot your way through the qualifying rounds with national dream teams from all over the world. The only thing you can't control is the other team's ruthless players. As long as the ref's not looking, they'll try every underhanded strategy imaginable to win the Cup!

FEATURES:

- **Adjustable difficulty levels and match lengths**
- **Complete directional control allows for perfectly-placed free kicks, goal kicks, corner kicks, throw-ins and penalty kicks.**
- **Fast, smooth, multi-directional scrolling.**
- **Ability to save your game after each round.**
- **Single or two player simultaneous action.**

"Packed full of exciting game play, impressive graphics and intense soccer action, this great cart is sure to be a winner!"*—MEGA PLAY*

For more information, pricing and orders, please call 800-VRG-IN07. Visa, Mastercard, American Express and checks accepted.

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Still "The Greatest!"

Muhammad Ali Heavyweight Boxing

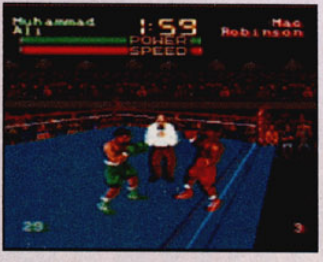
Genesis

By Weekend Warrior

Befitting its first-class, superstar endorsement, Virgin presents a boxing simulation worthy of the name, Muhammad Ali Heavyweight Boxing. Awesome graphics and animation, responsive controls, and heavyweight options make this sports cart a bona fide champ!

Float like A Butterfly, Sting like a Bee

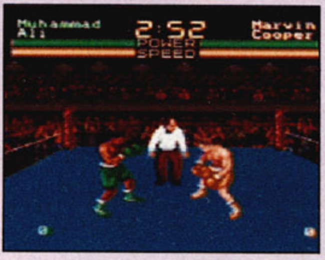
Muhammad Ali packs a punch for all the senses. Impressive digitized movie-reel clips of Ali and a vector-filled aerial flyby of the boxing tournament start off the visual fireworks. A first in Genesis video game boxing, Ali presents full-size figures that move 360 degrees around the entire boxing ring! Unlike other boxing carts that simulate movement around the ring via side-scrolling action, this cart allows both fighters to move wherever they wish within the entire boxing ring. The boxing is viewed from a third-person camera angle that freely rotates around the ring for the best shot of the action.



PROTIP: Jam your opponent into a corner or against the ropes to prevent him from slipping away from your two-fisted attacks.

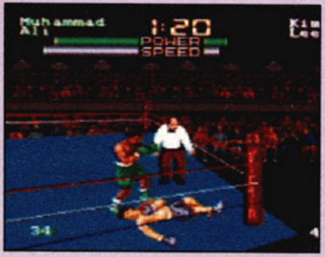
The characters are all well-rendered and smoothly animated. They fight and move like real boxers. Heads snap back from hammering jabs, and torsos reel from smashing uppercuts and thundering body shots.

An array of authentic digitized punches, grunts, and crowd noises increase the sense of realism. Every punch and hit has a specific sound, which signals when you've done some real damage! Even the crowd participates in the proceedings. Poor boxing, too many clinches, and running from your opponent merits a cascade of jeers and catcalls.



PROTIP: It may be lame, but back off from your opponent to rejuvenate dangerously low Power and Speed bars.

Muhammad Ali offers several game options: fight an exhibition against the computer, enter tournament play for the championship belt, or play head-to-head against pugilistic pals. Choose from 10 ranked boxers and select from 1 to 15 rounds, 1- to 5-minute rounds, number of TKO's, and even how high the ref counts per knockdown. For tournaments, a password feature enables you to continue at your discretion. Additionally, Ali features two control options. Arcade offers continual wham-bam-slam-jam fighting action. Simulation produces a more realistic pace and tighter control of your boxer. A Speed and Power bar monitors the status of each boxer.



PROTIP: Nudge your player into a knocked down boxer as soon as he gets up, and immediately start punching him before he can regain his senses.

PROTIP: Your opponent is ripe for a knockout whenever his power bar reaches below 20%.

PROTIP: Use combinations of jabs, punches, and uppercuts for ultimate success.

PROTIP: After you win the championship belt and the screen reads "Game Over," press Start. Select Muhammad Ali and you'll find yourself facing off against Muhammad himself!

Video TKO!

The computer is not a very challenging opponent. Although, it's very difficult for the #10 ranked boxer to win the championship by defeating #1 Ali. However, the main appeal is the cart's excellent two-player, competitive interface. Muhammad Ali's beautiful graphics, realistic sound effects, responsive controls, and gallery of game options make it the premiere home video boxing game! Just like Ali, this cart deserves to be called "The Greatest!"

Muhammad Ali Heavyweight Boxing
by Virgin Games

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	4.5	5.0	INT. Intermediate

Price not available
4 megs
Available Fall '92

Sports Simulation
Two Players
Passwords

Foreman Goes the Distance

George Foreman KO Boxing

SNES

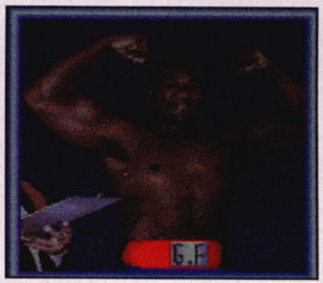
By Dirty Player

In real life George Foreman may pay as much attention to the feed bag as he does the speed bag, but there's no denying – Big George is back! Now he's going to knock 'em out in the SNES ring.

Heavyweight Boxing

George Foreman KO Boxing by Acclaim is an undisputed knockout! You fight from a behind-George view, slightly above the ring à la Power Punch for the NES, so your opponent appears full-body. Your tough task is to win four boxing circuits against 15 fighters to nab the International Championship Belt. Each fight is three three-minute rounds. A two-player contest is a single bout.

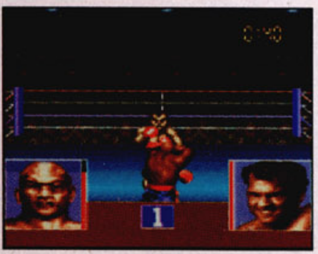
This is a fight you'll want to finish. George's arsenal is limited, but effective. You get Left or Right Punches, Left or Right Crosses, and a Superpunch. You earn a Superpunch by tagging the other guy with a series of combi-



Big George

nations. Additionally, you can block punches with a classic cover technique. There's no way to vary the punches and no rapid-fire jabs, but George's real-life repertoire is similarly spartan.

PROTIP: Super Punches: use 'em or lose 'em each round.



PROTIP: By rapidly pressing Down, you can create an almost impenetrable defense.

PROTIP: Don't cover up too often. You won't be hit often, but your opponent can improve his hits/punches thrown percentage.

All the moves work together excellently. No doubt mirroring George's real-life bulk-and-hulk style, the fighters don't use the ring. Instead, they duke it out toe-to-toe. But this game keeps you on your toes in more ways than one. You can bob and weave left and right, but you must time your moves just right or your opponent will tag you. If you hit the canvas, you must clear the cobwebs by maniacally toggling L and R (or Y and A) before the ref counts you out.

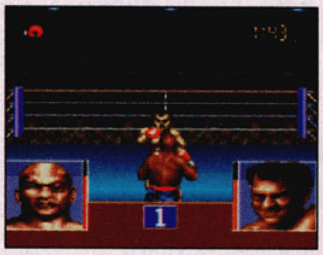
No Tickets to Palookaville

The 15 computer fighters are no stiffs. Each one has strengths, weaknesses, and his own fighting style, which you have to figure out. Thumb blisters are a definite possibility!

PROTIP: When an opponent backs off, you can hit him every time he comes back in to attack.

You can win by knocking down an opponent four times during a bout or three times during any round. You can also win by decision. KO Boxing tallies the number of punches thrown and the number of punches landed, and then calculates the percentage. It also registers knockdowns. You see your numbers at the end of each round. Winning a circuit earns a password.

PROTIP: A high punches-landed to punches-thrown percentage can offset knockdowns.



PROTIP: If you're hurt and there's only a few seconds left in the round, protect yourself or bob and weave until the bell saves you.

A Good-Looking Fight

KO's graphics are nicely detailed. The fighters look sharp, George looks like George, and you also get a couple of clean digitized shots of the big guy that add personality to the cart. The slick pix trick are two portrait photos of the boxers that change appearance as the fighters absorb punishment (black eyes, puffy faces, mouses, etc.). It's realistic, gruesome, and fun.

The crowd's heard but not seen. However, KO Boxing's sounds are a winner. You can hear all the background crowd noises. The impact of gloves on flesh and the fighters' grunts are painfully realistic. Your opponents dis you with low-blow taunts.

The Champ

Ya wanna put on da SNES gloves? George is ready, willing, and able. Your buying decision? Foreman by decision.

George Foreman KO Boxing by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.5	5.0	4.5	ADV. Advanced

$59.95
Available now
Sports

Two Players
Passwords

TKO Boxing Scores a Split Decision

TKO Super Championship Boxing

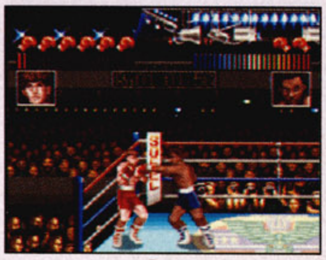
SNES

By Colorful Commentator

SOFEL steps into the SNES heavyweight ring with TKO Super Championship Boxing. The cart puts up its dukes with a touch of realism and keen fighting features. But compared to its 16-bit competition, it pulls a few punches.

The Tale of the Tape

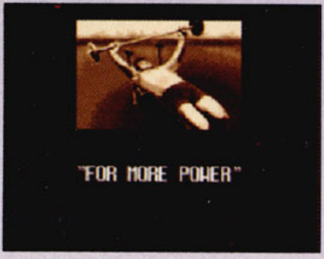
On paper, TKO looks like a well-rounded bruiser. One pugilist can



PROTIP: You recover energy faster than the computer. Dance away if you're on your last legs and live to fight another round.

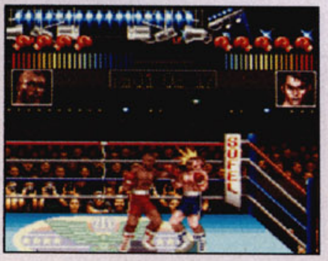
spar with a computer-controlled partner in an Exhibition match, throw his gloves in the Championship race, or go fist-to-fist against a second player. Championship's settings are locked in, but Exhibition puts the difficulty and number of rounds at your fingertips.

Although the eight boxers' names and personalities are fake, their mug shots are mean-looking. Each competitor is rated for Punching Power, Speed, and Stamina. You start with built-up boxers in Exhibition mode. In between Championship bouts and after a few beatings, you choose from five automatically-executed gym sequences to train your weakling. Passwords enable you to continue the quest for the belt with your newly buffed boxer.



PROTIP: The Bench Press enhances both Stamina and Punching Power. Use it several times before facing the final fighter, Thomas Mitchell.

Once the bell sounds in one-player mode, your opponent's offensive arsenal works you over, but it doesn't knock you cold. He throws a conservative array of jabs, body blows, hooks, and uppercuts in four degrees of strength. The multiple button combos required to fire off your fists combine with sluggish control to produce strong, but not Herculean, action. You often hook when you want to jab and vice versa. On defense, you can dodge, block, and clinch to conserve energy, but again the control is not quite up to snuff.



PROTIP: Tap R rapidly to block an opponent's flurries. While he's frozen in position, quickly counterpunch with a combination.

Although the visuals aren't a total knockout, TKO paints a cool panoramic view of the crowd and the side-scrolling ring. Multiple arena sites and more detailed character animation would promote the graphics up a notch. The crowd sounds are raucous, and so is the one-track music.

It Coulda Been a Contender!

A few more sparring rounds in the development cycle might have pushed TKO Super Championship Boxing into title contention. Let's call TKO a journeyman cart with a solid proven ring record that's destined to rule the middle ranks of the SNES division.

TKO Super Championship Boxing
by SOFEL

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	3.5	ADJ. Adjustable

$54.95	Sports
4 megs	Two Players
Available October '92	Passwords

Power Punch II: A Spacey Game Against the Ropes

Power Punch II

Nintendo

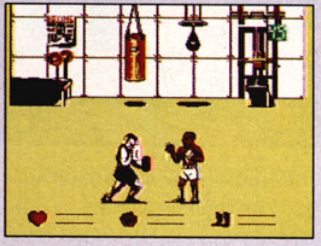
By Captain Controller

If you've already gone a few rounds with big-name, present-day, video boxers and you're thirstin' for more, why not take a trip into the future and enter the ring with champion fighters from around the galaxy in Power Punch II by ASC for the NES.

Space-Out Fighters

In this one-player game, you play Mark "Tough Guy" Tyler. You're human. You have defended your belt nine consecutive times as Heavyweight Champion of the World, but you're about to get a taste of the Intergalactic Boxing Federation. Get ready for alien competition as you enter the ring with some of the most bizarre creatures you've ever seen. Each of the six different opponents has strengths that are far from human. Beating them won't be easy.

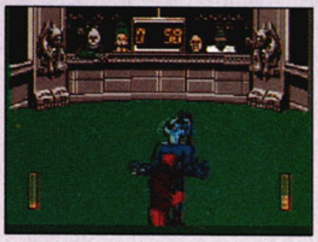
At the start of the game, you can start at the beginning or enter a password to pick up where you left off. You can begin training as you travel in your spaceship toward your first fight.



PROTIP: During training, wait for your sparring partner's glove to light up before you launch a punch. For every two successful hits, your Endurance, Strength, and Agility increase. Train often and carefully.

Championship Titles

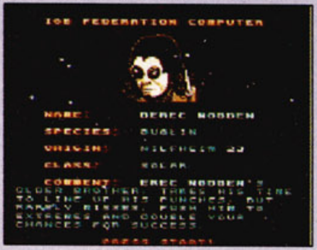
You'll earn the Solar Champion title once you've beaten three opponents. Get promoted to Galactic Champion after winning a total of seven fights. The Intergalactic Champion title is yours after you win your twelfth fight. From that point on, you're a knockout away from becoming the Champion of the Universe!



PROTIP: Your first fight is against 9763 Borg (a cyborg.) During the bout, hold down Up and press either A or B continuously (don't use combination punches.). To cause the most damage, wait until Borg steps forward. Then keep punching him with one hand.

Playing by the Rules

For each fight, you'll have to remain in the ring for three one-minute rounds. However, a TKO will end the fight immediately if either fighter is knocked down three times during a single round.



Another Alien Palooka!

Power Punch II offers plenty of futuristic boxing action set sometime in the future, but the actual fighting moves lack realism. Mark Tyler's available moves and punches are limited. The two fighters can move around in the ring, however, the background scene and the music during the fighting sequences will remain constant. Once you determine the type of punch that does the most damage to each opponent, the game becomes repetitive.

Far-Out

If you're looking for a realistic boxing game, stick with an Earth-bound simulation. However, as an action game for players looking for slightly better than average 8-bit graphics and challenge, Power Punch II will give your thumb muscles a good workout.

Power Punch II
by American Softworks Corporation

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	3.0	3.0	ADJ. Adjustable

$49.95	Boxing
3 megs	One Player
Available August '92	

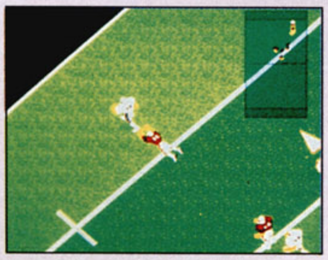
Sports Insider: Pre-season Football Scouting Report

By Dirty Player and
Colorful Commentator

Real-life gridiron gladiators are churning up artificial surfaces across the country right now. But the class of the fall '92 video football contenders are still pumping circuit boards in the training facilities of game developers. We purchased a few box seat tix to observe a pack of Heisman candidates preparing for the video playoffs. Look for full evaluations in future editions of the Sports Page.

Pros Rule the 16-Bit Stadium

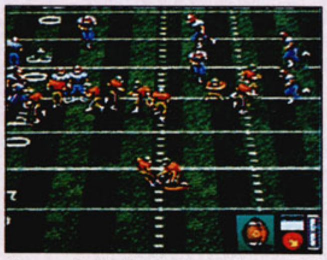
Professional players, coaches, and leagues are hot properties this season for 16-bit video football games. A license can strengthen the realism, strategy, and playability of a cart by adding real teams and players, or by contributing game smarts to the creation of play books and artificial intelligence.



Super Play Action Football (Super NES)

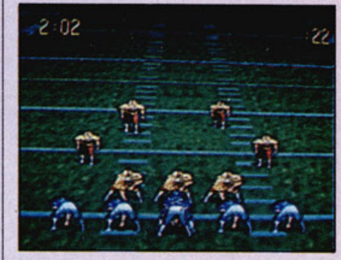
Sega says Joe knows the Sega CD. Joe Montana NFL Football will pass its way onto a compact disc in the first part of '93. The operative info is "NFL" (as in National Football League) licensed. The CD will feature all the teams and digitized video footage of Joe coaching video quarterbacks.

Super Play Action Football kicks off for Nintendo this September with a full range of SNES upgrades on its 8-bit precursor. Players choose high school, college, or pro action, and hit the field with real NFL teams and 97 collegiate-based squads. Statistics evolve over the season to effect game outcomes, and the results are saved to battery backup.



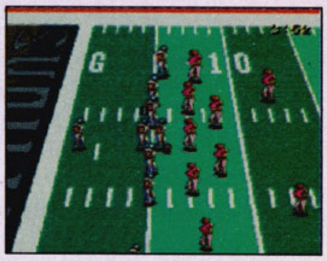
Capcom's MVP Football (Super NES)

Nostalgic football fans should check out Capcom's MVP Football that's making its SNES play in '93. In addition to bird's-eye-view screen-scrolling and diagram-style play calling, the cart packs the historically-based MVP mode. The cart shoves you into the action midway through the greatest play-off and Super Bowl games of all time.



Pro Quarterback by Tradewest (Super NES)

Tradewest's Pro Quarterback, due out this winter, enters the fray without real teams or big names, but the cart boasts "real" graphics. Developer, the Leland Corp., shot videotape footage of athletes moving and grooving. Then they digitized the images into the SNES program. The Mode 7 camera angle will also pan and zoom to follow the flight of the football.



Football Fury by American Sammy (Super NES)

Developed by the folks who brought us Tecmo Bowl, American Sammy's Football Fury is scheduled for a November SNES release. Although the teams are fake (Detroit Bees and Boston Lollipops), Sammy plans tournament action and extensive play-calling to fill its bill.

Bad, Bad, Bad, Bad Boys

Ever since Cyberball blew a hole in arcade walls, heavy-metal and heavy-hitting football games have scored big with blood-lusting

Although the eight boxers' names and personalities are fake, their mug shots are mean-looking. Each competitor is rated for Punching Power, Speed, and Stamina. You start with built-up boxers in Exhibition mode. In between Championship bouts and after a few beatings, you choose from five automatically-executed gym sequences to train your weakling. Passwords enable you to continue the quest for the belt with your newly buffed boxer.

COLLEGE
FOOTBALL

PROTIP: The Bench Press enhances both Stamina and Punching Power. Use it several times before facing the final fighter, Thomas Mitchell.

Once the bell sounds in one-player mode, your opponent's offensive arsenal works you over, but it doesn't knock you cold. He throws a conservative array of jabs, body blows, hooks, and uppercuts in four degrees of strength. The multiple button combos required to fire off your fists combine with sluggish control to produce strong, but not Herculean, action. You often hook when you want to jab and vice versa. On defense, you can dodge, block, and clinch to conserve energy, but again the control is not quite up to snuff.

Although the visuals aren't a total knockout, TKO paints a cool panoramic view of the crowd and the side-scrolling ring. Multiple arena sites and more detailed character animation would promote the graphics up a notch. The crowd sounds are raucous, and so is the one-track music.

It Coulda Been a Contender!

A few more sparring rounds in the development cycle might have pushed TKO Super Champi-

INTERVIEW

Jerry Glanville on Jerry Glanville's Pigskin Footbrawl

When Coach Jerry Glanville speaks, people (especially Atlanta Falcons football players) listen – or they get their butts kicked! After preseason practice at the Falcons' football facility in Suanne, Georgia, Coach Glanville took some time to coach GamePro about his new Genesis and SNES game, Jerry Glanville's Pigskin Footbrawl by Razorsoft.

GamePro: Coach, how did you decide to lend your name to a game like Pigskin Footbrawl?

Jerry Glanville: *I did my own test study with the neighborhood kids. I was contacted by Razorsoft to see if I'd be interested in endorsing the game. We screened 'em pretty good, but I wanted to see the game myself. I have a nine year old and he has a thirteen year old friend who has a brother who's old enough to have a driver's license. We all drove out to an arcade, and they had a blast. So I told Razorsoft the project was a "Go."*

GP: What did you contribute to the game?

Coach: *I put some soundbites into the game. That's my voice in there. I just hope they didn't make it sound too high and squeaky. I say all kinds of things you'd say to your players or your coaching staff, but Razorsoft cleaned some of it up.*

GP: What attracted you to Pigskin?

Coach: *The game's rough and tough. What can happen to you reminded me of playing the 'Skins in the playoffs. At least, you're playing on the same type of playing surface as RFK Stadium in D.C. I also think the game's an attitude. It's more than a football game; it's a game of attitude. That's how we approach football with the Atlanta Falcons. We emphasize Attitude.*

GP: Is there any aspect of Pigskin that you'd like to carry over to the NFL?

Coach: *We do things in Pigskin that would be considered illegal, such as using weapons and rocks. I don't know if we could ever do that in the NFL, but it would be interesting.*

GP: Will you ask your players to play the game?

Coach: *A lot of them play video games on the airplane when we fly to away games. I'm definitely going to ask them to take a look at this game.*

GP: This game is set in ancient, barbarian times. Anything about that era that appeals to you?

Coach: *It was hardnosed, tough, and in-your-face.*

GP: You probably endorse a lot of products. How's it feel to have your name on a video game?

Coach: *Actually, I'm very careful about lending my name to products. I don't do commercials or endorsements, and proposals come across my desk everyday. I'm probably the only person in America who actually turned down McDonald's.*

GP: What attracted you to Razorsoft?

Coach: *I don't think this is a normal video game company! They're about as far from the norm as a company could be. In fact, I think they're a little bit crazy. That's what people say about me. That's probably why we were able to communicate.*

GP: Got any predictions for the Falcons this year?

Coach: *No predictions. I don't make predictions or promises. But I give a written guarantee that the Atlanta Falcons will set the standard for effort, tenacity, and toughness. I promise our fans we'll spill our guts. I guarantee no one will play harder then we do.*

GP: Most of us are 49er fans here at GamePro, but now I guess we'll have to root for Atlanta, too, except when you play the Niners.

Coach: *Well, I honestly hope you'll come out to the game when we're in town. Please come on out to the game. I hope to make you cry.*

GP: You're on, Coach. Will you leave tickets for us at the box office, like you do for Elvis?

Coach: *Nawww, I'd never leave tickets for anyone rooting for the other team.*

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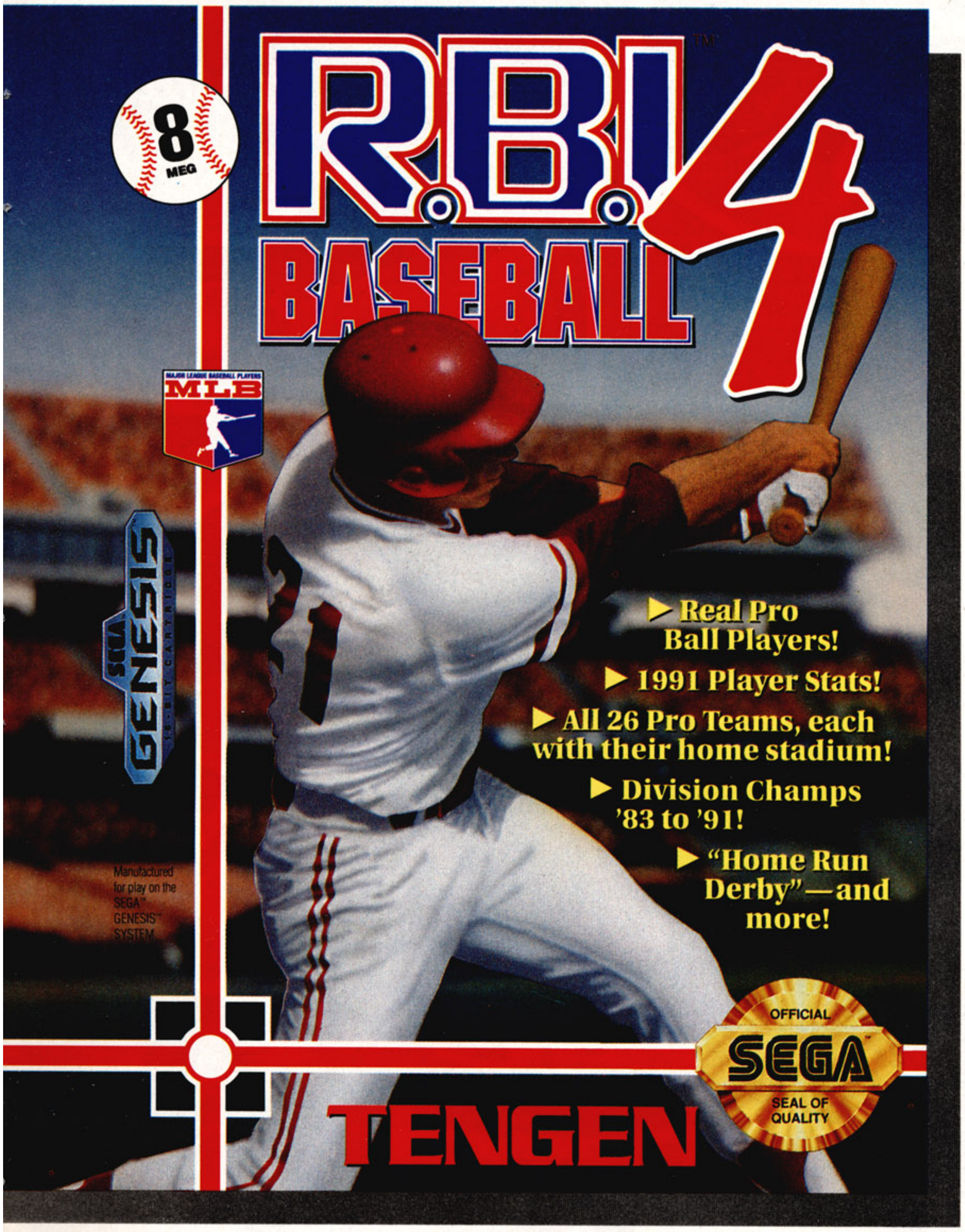
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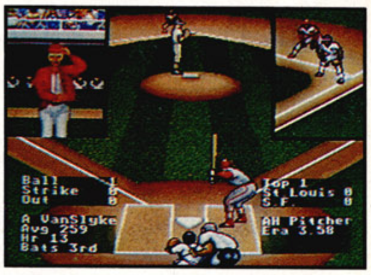
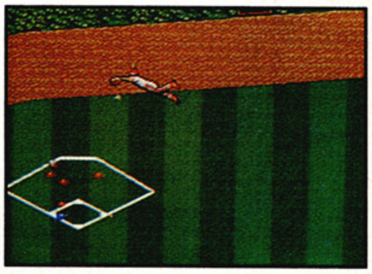
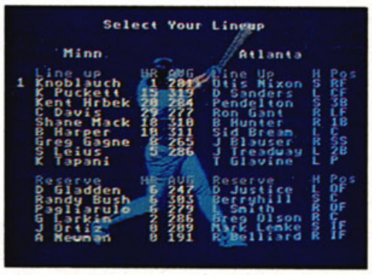

Ball 1
Strike 0
Out 0
A VanSlyke
Avg 259
Hr 13
Bats 3rd
Top 1
St Louis 0
S.F. 0
AH Pitcher
Era 3.58

All-new graphics and animation so awesome you'll feel like you're at the ballpark!



Every stadium is unique, with different fence distances, colors and indoor or outdoor fields.



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          Select Your Lineup

    Minn.                Atlanta

  Line up      HR AVG  Line Up      H Pos
1 Knoblauch     1 281  Otis Nixon   S RF
  K Puckett    15 319  D Sanders    L CF
  Kent Hrbek   20 284  Pendelton    S 3B
  C Davis      29 277  Ron Gant     R LF
  Shane Mack   18 310  B Hunter     R 1B
  B Harper     10 311  Sid Bream    L C
  Greg Gagne    8 265  J Blauser    R SS
  S Leius       5 286  J Treadway   L 2B
  K Tapani             T Glavine    L P

  Reserve      HR AVG  Reserve      H Pos
  D Gladden     6 247  D Justice    L OF
  Randy Bush    6 303  Berryhill    S C
  Pagliarulo    6 279  L Smith      R OF
  G Larkin      2 286  Greg Olson   R C
  J Ortiz       0 289  Mark Lemke   S IF
  A Newman      0 191  R Belliard   R IF
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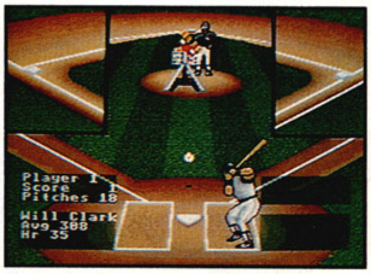
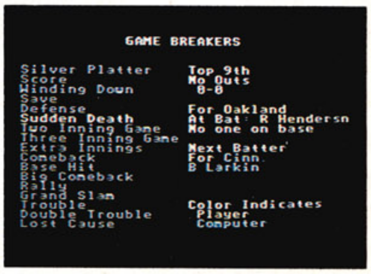
Like a real manager, you select your lineup made up of real stars —and superstars.


Player 1
Score 1
Pitches 18
Will Clark
Avg 388
Hr 35

Go for the fence against a pitching machine with your favorite hitter in "Home Run Derby."



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           GAME BREAKERS

 Silver Platter       Top 9th
 Score                No Outs
 Winding Down          0-0
 Save
 Defense              For Oakland
 Sudden Death         At Bat: R Hendersn
 Two Inning Game      No one on base
 Three Inning Game
 Extra Innings        Next Batter
 Comeback             For Cinn.
 Base Hit             B Larkin
 Big Comeback
 Rally
 Grand Slam
 Trouble              Color Indicates
 Double Trouble        Player
 Lost Cause            Computer
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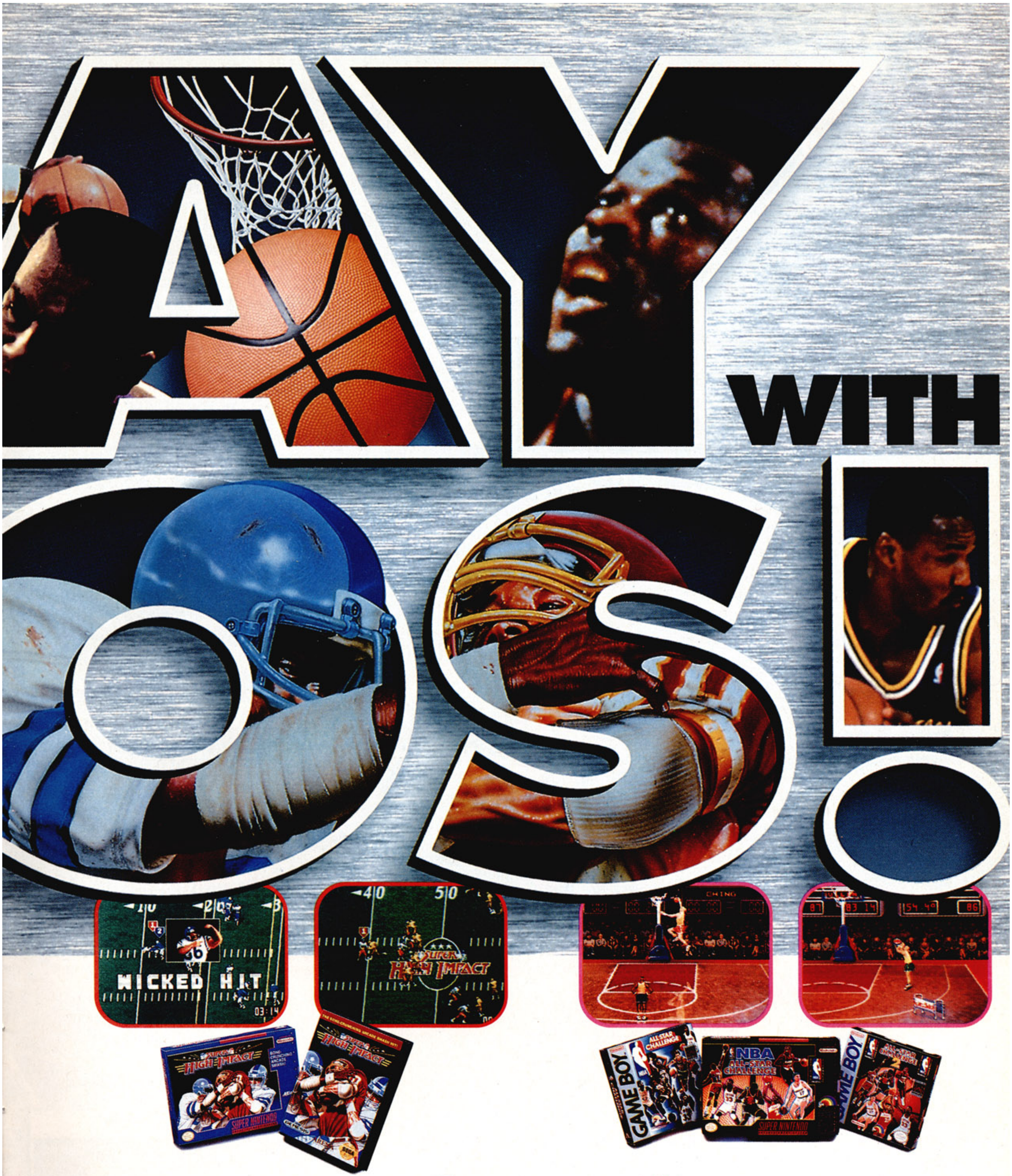
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03:14
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GAME BOY
ALL STAR CHALLENGE
NBA ALL-STAR CHALLENGE
SUPER NINTENDO

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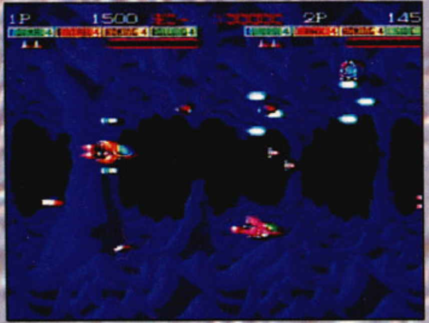
NEO•GEO PRO REVIEW

By Boogie Man

The Earth's engaged in an all-out war with some nasty, but forgetful, Aliens. The ETs left behind one of their ships, and the Earthlings have fitted their Infinite Power Generators into two star fighters. Sounds like another shooter's about to blast off, and it has.

Repeat Performance

Andro Dunos by SNK is a side-view, multi-scrolling, hardware wars shoot-em-up in the tradition of R-Type. This game will put your Neo Geo combat flying skills to the test, but it plunges you into an overwhelming feeling of déjà vu. In fact, space-happy shooter aces will enjoy a rousing side-game of Where Have I Seen This Before as they play. Luckily, Andro has more going for it than familiar flying.

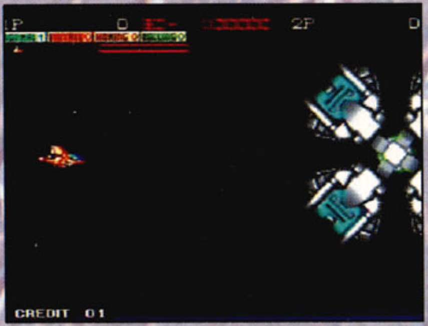


Double Jeopardy!

The game's standard features are good. Two players can rocket through a simultaneous mission, and Player Two can join the fray at any time. The Neo Geo graphics generally shine, and the eye-popping Special Weapons' blasts fill the screen with blinding light. The music is good for one listen, but the sound of the shots and the blasts kick.

Might Makes Right

Andro Dunos' strong point is the blistering battle it dishes out, even for two players. You get eight stages, and you'll sweat them all. There are four skill levels, but even Easy isn't easy. The game's nine lives wouldn't save a cat.



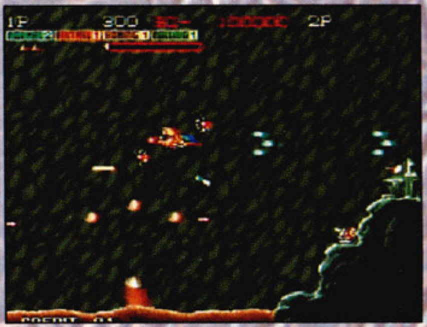
PROTIP: You can only damage the Stage 1 boss when it stops moving. Watch out as the flying sections reattach.

PROTIP: Collect every Bonus Item. You score an extra power-up if you have them all when you complete the Stage.

ANDRO DUNOS

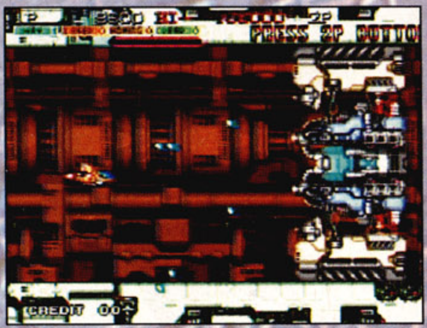
At least you can tear up the alien bad guys with the game's four varying Attack Systems. They're nothing new, but they're well-done. The ship contains four standard weapons: regular Shots, Bombs, Missiles, and Units (R-Type-style robot drones). You cycle through the Attack Systems to alter the intensity and/or shooting angles of your weapons. Each Attack System also features an awesome, screen-searing Special Weapon.

PROTIP: Power-up items change values as they float around. Grab one when it displays the Weapon you want to build up. Build up Units first since they protect you.



PROTIP: The Type-1 Attack System is best for first time flyers. Nab a few power-ups to make your fighter's firepower awesome.

The weapons swapping gets heavy, but the controls keep you flying, not crying. This game makes you appreciate the Neo Geo's arcade style controllers. You only use two of the four buttons, but cycling through the Attack Systems is a breeze. You can pound the circuits out of the fire button.



PROTIP: Build up Special Weapon power during the beginning of Stage 2. Later, a huge mid-level boss traps your tail against a wall. You lose mucho lives unless you can quickly blast your way out with a Special Weapon.

Space in Your Face

There's no mystery to Andro Dunos (other than its name). If you're a shoot-em-up veteran, this is basically a very good-looking, very familiar exercise. If you're looking for an outer space shootout for your Neo Geo, then your mission, should you decide to accept it, is to zap those obnoxious ETs – and figure out what "Andro Dunos" means.

Andro Dunos by SNK

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.0	4.0	ADJ. Adjustable

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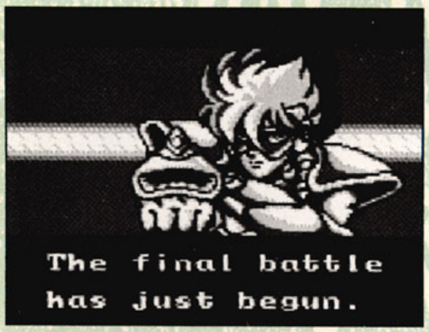
GAME BOY PRO REVIEW

By Slasher Quan

When Director Wiseman of the dreaded Doraize Dukedom tries to retire living legend Super Joe's number, the elite FF Corps decides to teach Wiseman a lesson. Rad Spencer (a young, fearless, and state-of-the-art super soldier) swings into the face of danger to save his M.I.A. mentor.



The final battle has just begun.

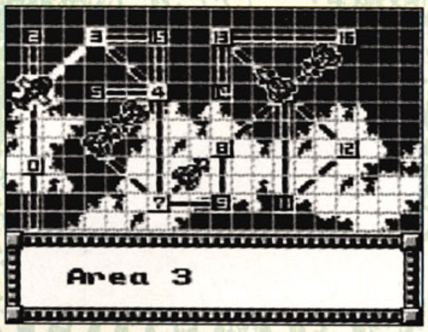
Rad Spencer questions the wisdom of Director Wiseman's actions!

Calling all Game Boy guerrillas! If you've overheard NES and coin-op collectors tell fond war stories of Capcom's Bionic Commando, it's time to take a seat by the pup tent and spin a few yarns of your own! Despite its new shrunk-down GB status, BC preserves the same excellent run, swing, and shoot adventure as its full-color versions.

Mission Briefing

You, as bionically enhanced Rad Spencer, must infiltrate Doraize territory, pump hostile forces for insider info, spring Super Joe from behind enemy lines, and finally halt the top-secret Albatross project in its tracks. Think of this game as Contra meets Golgo 13, dashed with an Inspector Gadget ingredient for good measure.

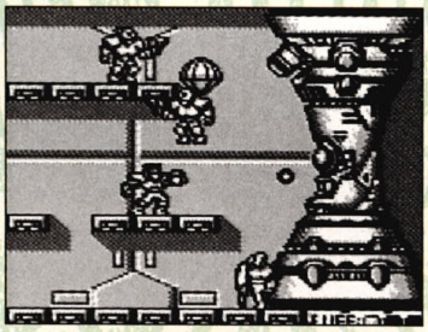
Game Boy Bionic Commando's length, mission, and challenge read like a direct translation from the Nintendo version. To confuse experienced Commando campaigners, however, Capcom repackaged the levels with new obstacles and layouts. NES aces should consider this cart Bionic Commando 1.5. Even with passwords and limited continues on your side, you'll need bionic thumbs, sniper sharpshooting skills, and smart penetration plans to beat the game.



Catch an airlift into the Doraize Dukedom.

Into the Fray

You guide a chopper's flight path on a stage selection screen. Encounter an enemy task force en route to your destination, and you'll fight a brief side-view skirmish. The real meat of the action gets cooking though when you parachute into the Doraize's network of 11 hostile areas. Relentless machine gunners, grenaders, homing mines, security cameras with attitudes, and bionic bosses guard explosive power cores at the end of each stage. These worthy adversaries keep you guessing, and new enemies pop up around almost every corner.

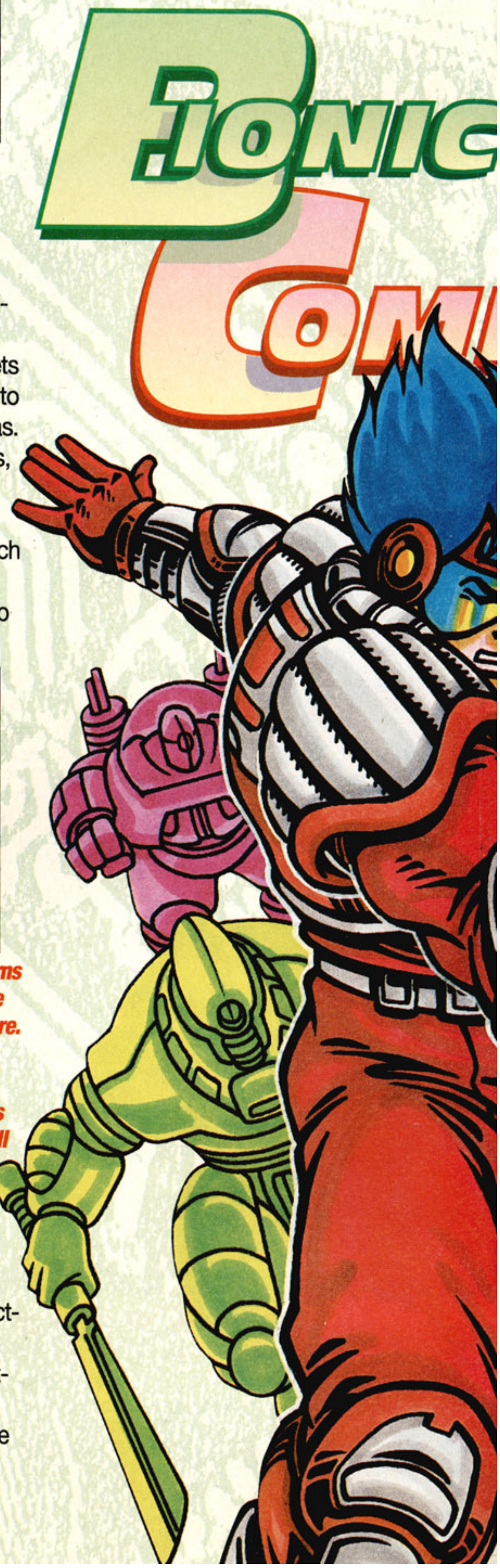


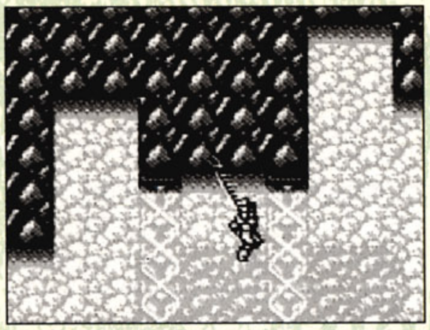
PROTIP: Learn the paratrooper boss' patterns and you'll ground them easily. Stand at the right edge of the platform and blast the core. When soldiers attack your position, step once to the left, turn, and open fire.

PROTIP: Don't panic if a mine car rumbles your way in Area 6. Take the hit and you'll be knocked aboard.

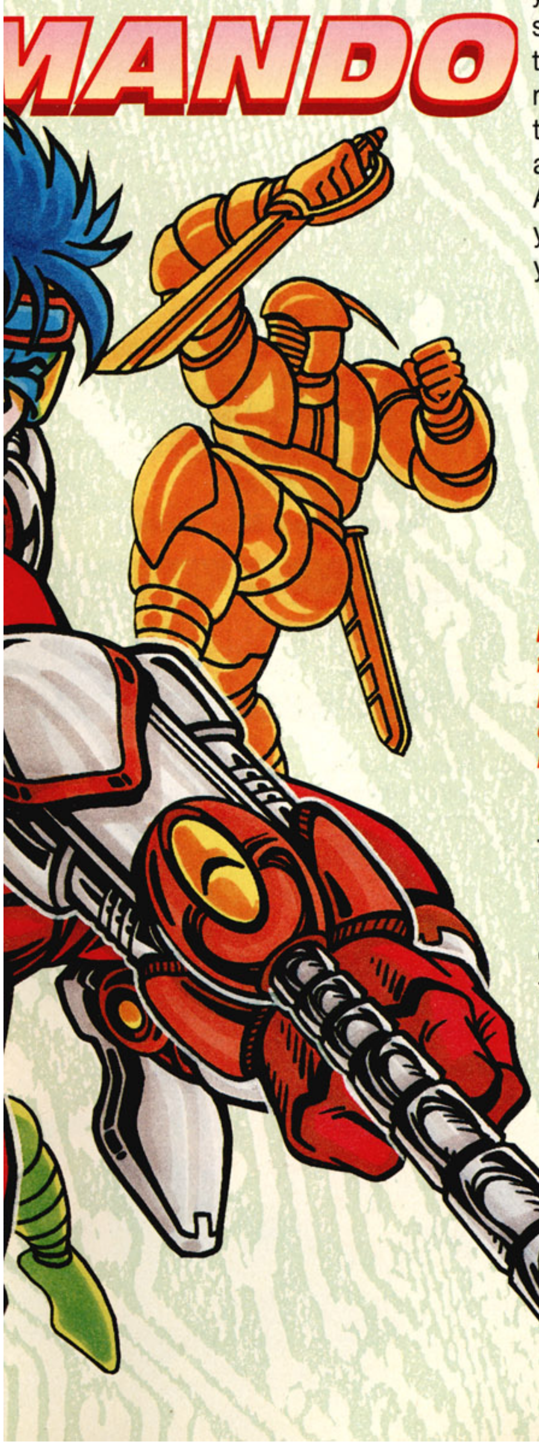
Fancy Armwork

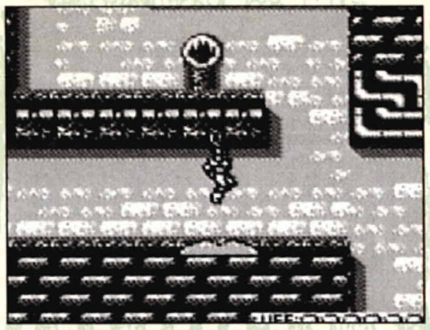
Bionic Commando's knuckle-crunching game play makes for great high-tech thrills, spills, and suspense. Rad's protected by a carbon alloy exo-suit, equipped with destruction-dealing rifles, and outfitted with a highly-precise, surgically-implanted, bionic arm. You can throw the arm horizontally, diagonally, or vertically, and it grapples onto solid surfaces upon impact. Once attached, you can pull yourself up, hang still, or swing from side-to-side. Arm control takes hours of practice to grasp, but once you've mastered it you'll pull off some smooth moves. Why jump when you can swing?





PROTIP: Scale ceilings inch-by-inch with your bionic arm. Tap A twice to hook onto the surface, press Down to unhook yourself, then immediately press A again to grab the next notch. Master this method to complete Area 12's tricky underground segment.

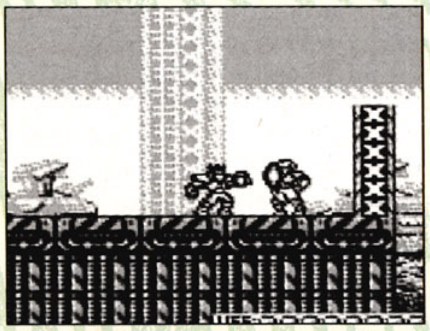




PROTIP: Grapple yourself to safety when the Area 4 slime creatures attempt to suck you into the sewers.

Armed and Ready

Rad's arsenal definitely lives up to his name. The five guns shoot up a storm, but you must find them to fill your empty holsters. Leveling levels and making connections with FF allies stationed at the six neutral area outposts will help you secure the goods. You'll also snag several armor accessories, life restorers, Flares, and Attack Boots. At the start of each stage, you can choose which tools of the trade you want by your side.

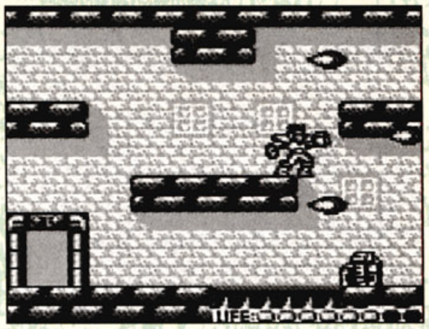


PROTIP: Take out Area 7's impregnable force field with the Grenade Launcher.

PROTIP: Use your horizontal arm to grab out-of-reach bullets. Collect 300 and you'll max out your lifeline with eight hit points.

Caller I.D. Unwelcome!

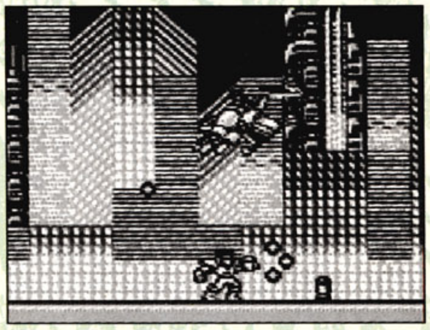
To complement the intense firefights and blistering arm grabs, hooks, and swings, Bionic wraps up the package with a cool espionage bit. To unlock the boss room at the conclusion of each level, you use one of four Video Receivers to jam radio frequencies spouting from a communications room. Once locked into the system, you can receive urgent FF Corps communiques or wiretap Doraize conference calls and listen to classified conversations. The plot thickens and stirs with each intercepted transmission.



PROTIP: To find the Delta Receiver in Area 15, you must break a few neutrality rules.

Bionic Graphics

Visually, Bionic Commando goes down like black and white Hershey's syrup. The large, well-drawn characters, heavy-metal background machinery, and smooth-scrolling scenery showcase some sweet Game Boy graphics. The sound effects and war songs kick, but the limited variety of tunes occasionally makes the game sound like boot camp.



This city never sleeps, and neither should you!

Do the Wild Swing

Bionic Commando breaks the side-scrolling run-'n'-gun malaise with exciting undercover intrigue, awesome sci-fi style weaponry, and outrageous bionic arm maneuvers. As radical as this game is, Spencer's no Agent 007, but then again James Bond never had the guts to volunteer for wiry wall-grabbing arm implants. However, you do, right? Commandeer a copy of Bionic Commando and let 'er rip!

Bionic Commando by Capcom

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	4.5	5.0	ADV. Advanced

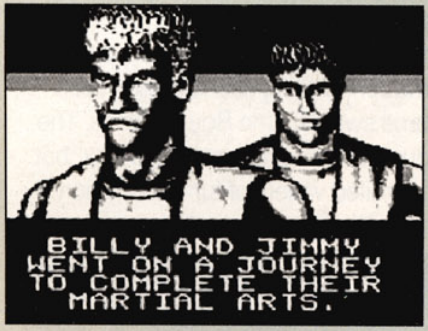
Price not available
2 megs
Available Sept. '92

Action/Adventure
One Player
Passwords

DOUBLE DRAGON III

By Slasher Quan

Martial arts bandits raid the scene once again in Double Dragon III. This time around, they pass up Billy Lee's oft-abducted girlfriend, Marion. Instead, they rocknap the precious magic Rosetta Stones, which could help them dominate the world. Sounds like good news for Game Boy owners – Billy and bro Jimmy are back in business!



BILLY AND JIMMY
WENT ON A JOURNEY
TO COMPLETE THEIR
MARTIAL ARTS.

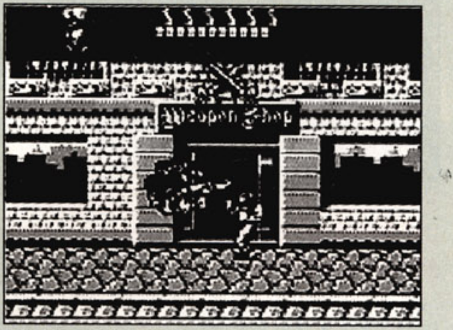
The Double Dragons – back in black-and-white.

The Double Dragon warriors have a bad-ass beat-em-up reputation at stake. Double Dragon III is a punishing two-player fistfight that gives you a good workout, but it hits below the belt and in the eyes. Limited moves and weak graphics withhold it from the elite ranks of its Double Dragon brothers.

An Average Arsenal

After two years in hiding, Billy and Jimmy Lee emerge from the shadows a little worse for wear in their third Game Boy chapter. They still throw punches, kicks, jump-kicks, and wall drop-kicks. However, they've lost those vicious headbutts, body slams, uppercuts, and somersault grabs that you used to bang heads in past missions.

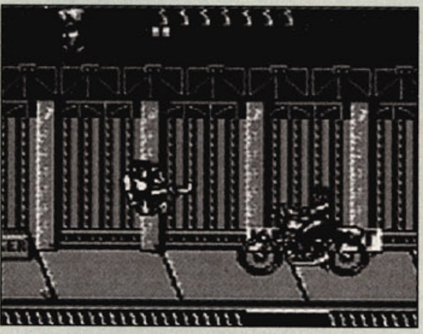
DD vets who rely on hand-to-hand weapons can rejoice. You still get nunchakus and bo staffs to facilitate your fighting. These weapons, as well as the ever-deadly Spinning Cyclone ability, are for sale at stores. Each purchase lasts until you die. You can also buy 1-ups and health power-ups. The extra goodies help the cause, but they don't make up for the missing moves.



PROTIP: At the very start of the game, purchase an extra life in the Weapon Shop.

Hard Knocks

A mysterious fortune teller, Hiruko, predicts that you must complete five missions to unravel the mysteries of the three Rosetta Stones. She also says that you'll probably die plenty of black-and-blue deaths along the way! That's one prophecy guaranteed to come true. DD III plays rough, and the adversaries knock you down and out with great frequency. The bosses tower above their cohorts and move swiftly to dispose of you. In total, the game is shorter than past DD efforts, but zero continues give the cart plenty of challenge.

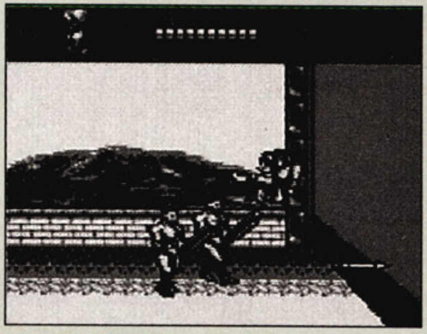


PROTIP: To beat bike riders, get a running start and meet them in midair with a jump kick.

PROTIP: Japan's Ninja boss splits in half. Try to draw the two bodies together and nail them with Spinning Cyclones.

The dynamic duo kicks off their campaign from their dojo in the U.S. of A. They fight through big trouble in China, match skills with armed and dangerous Ninjas in Japan, sneak past archers in Italy, and stare down the cursed, undead denizens of an Egyptian tomb.

The graphics are passable, but the small warriors can get lost in a confusion of bodies. Your vision better be 20-20 to play this game. Moreover, although the controls pass the thumb test, the tiny pixs make it hard to make precise moves. The music moves to a generic brawling beat.



PROTIP: Stand above or below archers in Egypt. When one moves into range, nail him with a jump kick, then retreat to a safe position to avoid an arrow in the ribs.

Dragon's Destiny

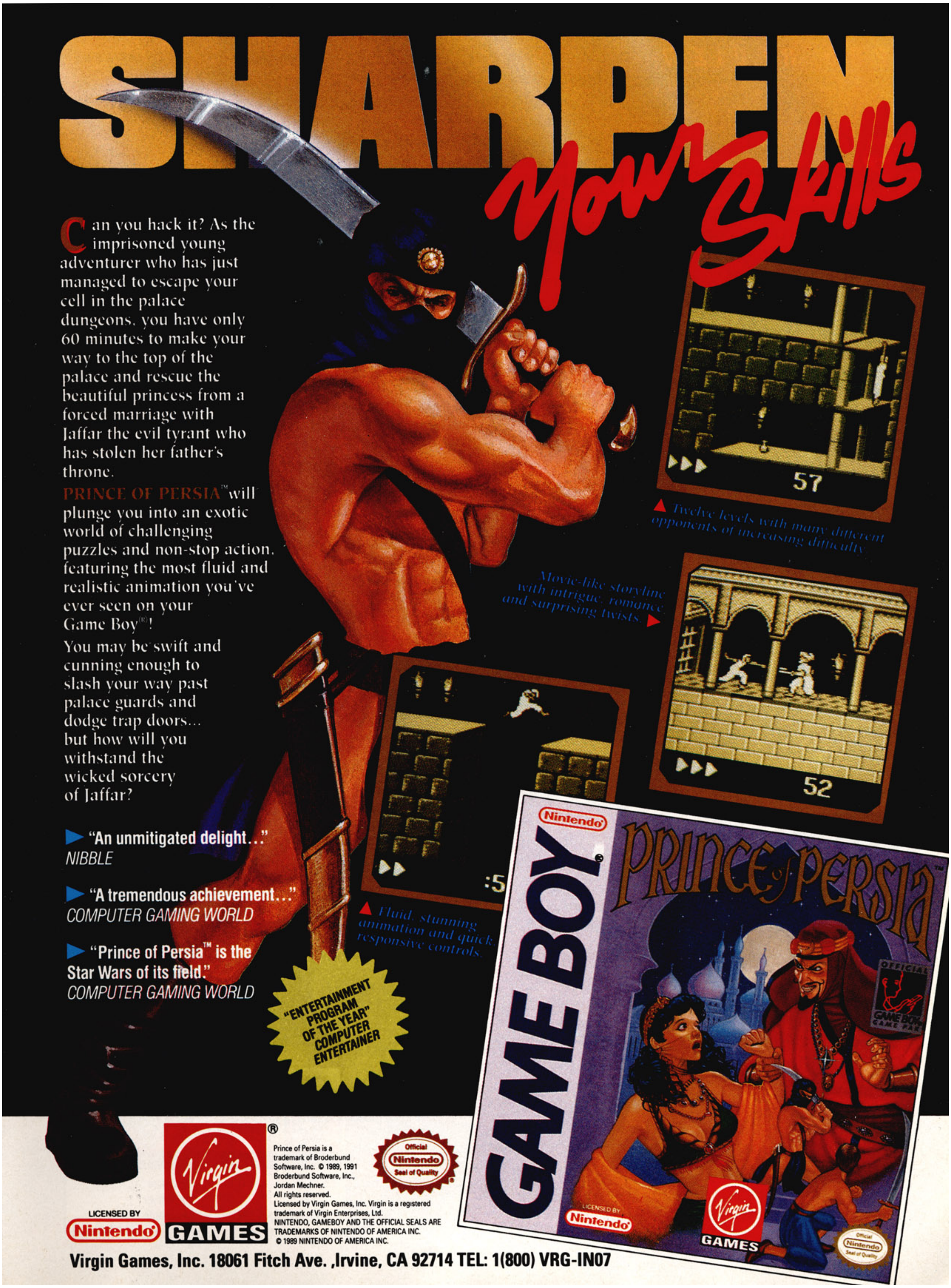
Double Dragon III satisfies your basic Game Boy blood lust, but the cart's an underachiever. Play DD III just for kicks, but don't place any bets on this cart in the beat-em-up free-for-all .

Double Dragon III by Acclaim

Graphics	Sound	Control	FunFactor	Challenge
				ADV.
2.5	3.0	3.5	3.0	Advanced

$27.95
Megs not available
Available October '92

Beat-Em-Up
Two Player



Can you hack it? As the imprisoned young adventurer who has just managed to escape your cell in the palace dungeons, you have only 60 minutes to make your way to the top of the palace and rescue the beautiful princess from a forced marriage with Jaffar the evil tyrant who has stolen her father's throne.

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GAME BOY PRO REVIEW

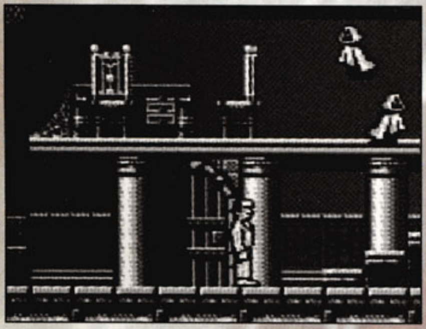
By Sister Sinister

In Kemco's Dr. Franken for the Game Boy, you're a lonely monster looking for love in all the wrong places. So, step into Dr. Frankenbone's castle and search for your betrothed's body parts. You may be spooked by what you find on this massive adventure.

Electrify My Love

Dr. Frankenbone was a busy scientist. Upon his death, he left behind a legacy of angry and eerie failed experiments. Being bound and determined to get even, they decided to dismantle Bitsy, one of Dr. Frankenbone's finest creations. Her partner, Franky, was left to fend for himself. Now he must search all 230 rooms of his creator's castle and piece Bitsy back together again while fending off a disgruntled mob of ghosts, bats, spitting statues, and more.

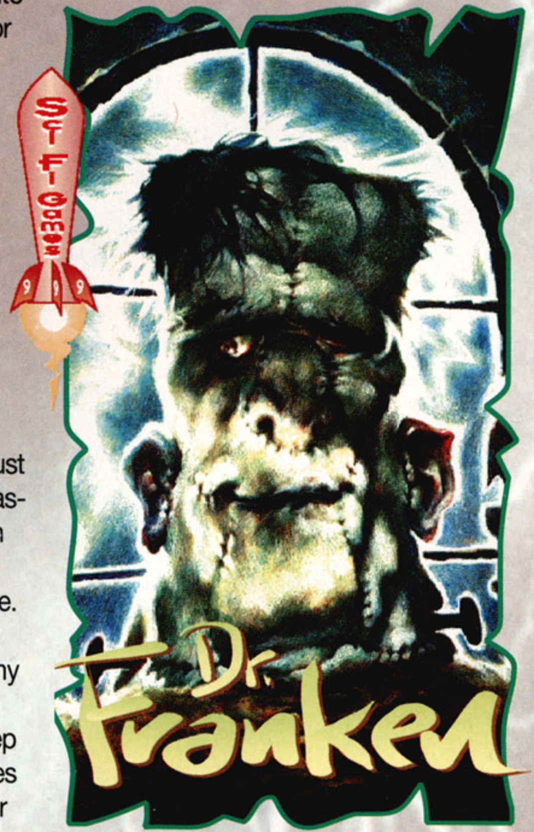
Set aside numerous hours of your time. Bitsy isn't easy to duplicate. (Is any true love?) Frankenbone's castle is so large, you'll need to draw a map to keep track of where you've been. Your moves are limited to run, jump, and duck. Your jumps are lumbering and your pace is slow, which can make for difficult controllability. Luckily, though, Franky has a supply of lightning bolts that can blast his haunting hunters temporarily.

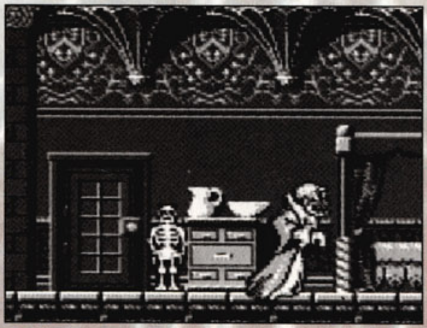


PROTIP: Sometimes it's best to try and avoid the floating ghosts and goblins instead of killing them. You never know where and when they're going to reappear.

Monster Mash

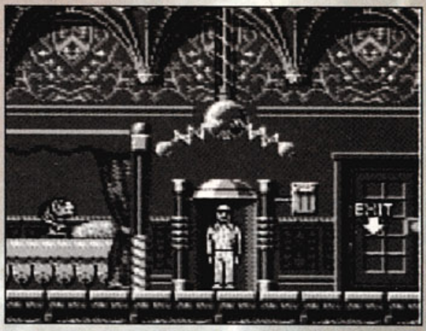
On your damp, dark and dangerous search, Franky's energy gets sapped whenever he comes in contact with blood-sucking beasties and castle treacheries, such as rolling barrels. Coming from all directions, they're hard to avoid, but not hard to hit. He can recharge little by little by collecting bouncing Energy icons (framed lightning bolts). If you really need a jolt though, head straight for Floor 4's Recharge Cubicle and energize to your bolts content.





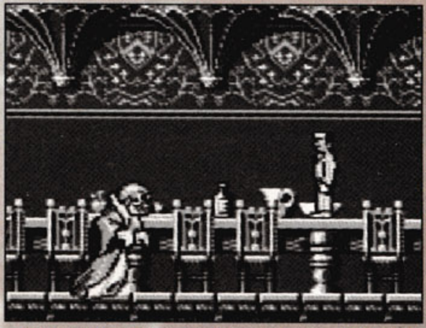
PROTIP: If you're really low on energy, it's best to wind your way back to the Recharge Cubicle room or you'll end up just a bag o' bones.

Bitsy's parts are not the only items Franky has to find. In order to get access to the different areas of the castle, he must find select items, such as Crow Bars, Door Knobs, Keys, Books, and more. Then it's backtrack time. Luckily, this game has a save feature with passwords. USE it frequently, but keep a legal-size pad of paper handy. Like everything else in this game, the passwords are lengthy.



PROTIP: Use this password to start in Level 4's Recharge Cubicle room with the Book, the Tower Key, and Bitsy's left arm: RZ1YQ W985W L25LG.

The graphics and sound are believably eerie. The graphics push the Game Boy close to its limit. The castle backgrounds are elaborately detailed. And watching Franky turn into a pile of bones is very vivid. On the downside, for a big monster, Franky's a small sprite and a bit hard on the eyes. As for sound, when good ol' Franky jumps down from any height, you hear a plunk and the screen shakes. The music is frighteningly Gothic and somewhat repetitive, but it sets the ominous mood.



PROTIP: You'll need the water on this table. Grab it to open doors.

It's a Graveyard Smash

It's a good thing that this game is frustratingly fun, because you'll need multiple supplies of AAA batteries to rebuild Bitsy. Dr. Franken is a must have for your classic horror collection. So, go to your local graveyard and dig up a monsterously good time.

Dr. Franken by Kemco

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.5	3.5	5.0	ADV. Advanced

$29.95
1 meg
Available Sept. '92

Adventure
One Player
Passwords

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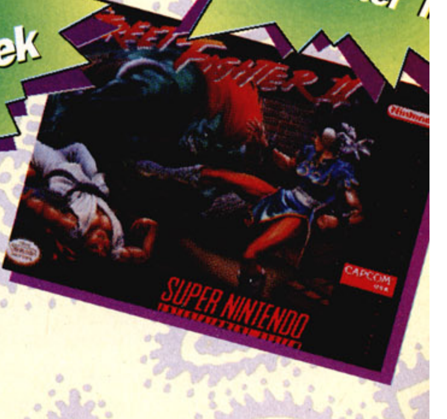
P.O. Box 2667, Redwood City, CA 94064.

A New Winner Every Week

Win Your Own Copy of Street Fighter I



Rules

Winners are selected on a random basis. Winners who enter by phone will be instructed on how to claim their prize by mail. Winning mail-in entries will be notified by GamePro. Chances of winning are determined by total number of valid entries received. Contest ends January 31, 1993. Only valid in the U.S.A. Void where prohibited. GamePro reserves the right to cancel this contest at any time with appropriate notice. Winners names and prize information may be used by GamePro for promotional or advertising purposes without further compensation. All winning pin numbers must be received by GamePro no later than February 28, 1993.

Calls average three minutes in length and cost $1.75 for the first minute and 90¢ for each minute thereafter.

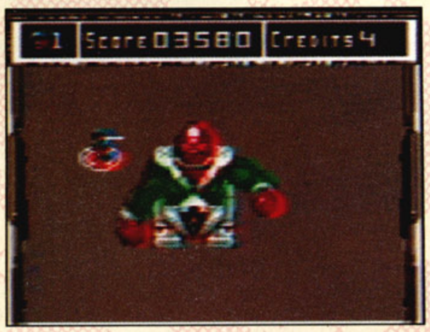
Be sure to get your parents' permission to use the Hotline if you are under 18 years of age. Messages subject to change without notice.

By Gideon

Smash TV is making the rounds on all the home game systems. All the fast-moving graphics and action of the arcade classic have been faithfully reproduced in the Game Gear version. However, due to hardware limitations, Game Gear Smash TV doesn't play as well as its SNES and Genesis counterparts. Is this Smash TV worthy of prime time coverage? Stay tuned for full details!

Mo' Money! Mo' Action! Mo' Violence!

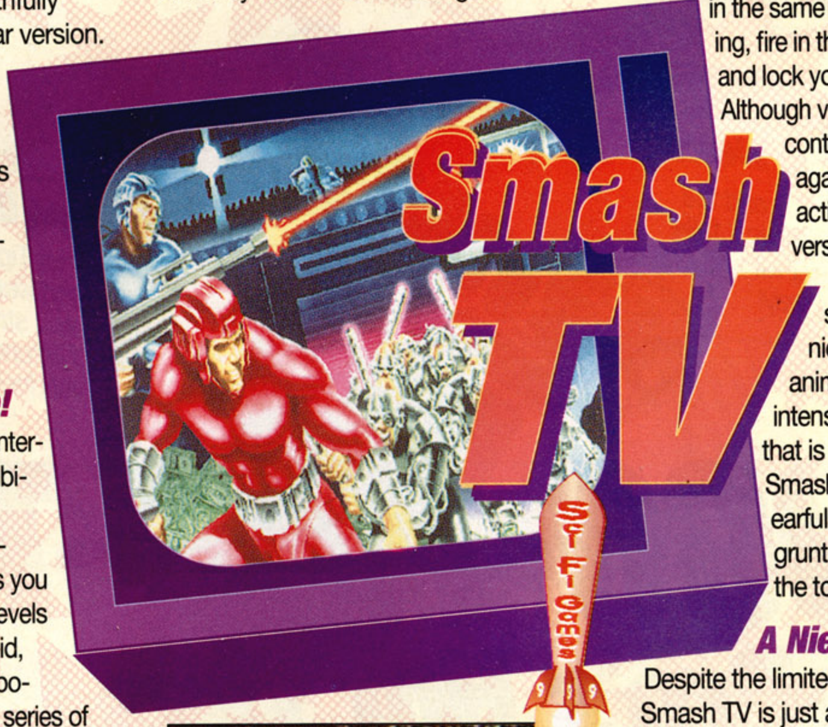
It's 1999 and the top form of entertainment is Smash TV – a combination game show and life-or-death slugfest. This one-player, side-scrolling game pits you as a contestant against three levels of unending waves of humanoid, mechanized, and inhuman opponents. Each level consists of a series of interconnected studio soundstages packed with obstacles, enemies, power-ups, and a bevy of cash and prizes. Be forewarned, the cheapskate sponsors are extremely reluctant to award your winnings. In order to cash in, you must first defeat three massive superstar opponents: Mutoid Man, Scarface, and Cobra Head. One waits at the end of each level.

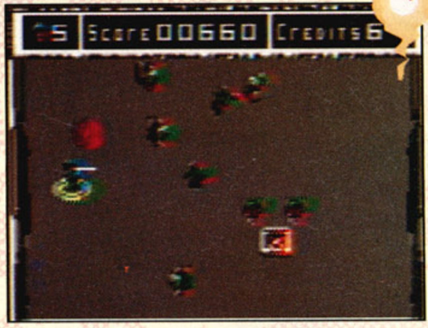


PROTIP: Mutoid Man's M.O. is to corner you and then run you over. To protect yourself, continue to move opposite the direction that he is moving.

PROTIP: Aim for Mutoid Man's most vulnerable (and ugly) spot – his head!

Your basic weapon is a high-powered machine gun with unlimited ammo. Special weapons and upgrades sporadically pop up on the soundstages, such as rapid-fire grenade launchers, screen-clearing bombs, protective orbs, multi-directional photon guns, missile launchers, force field rings, defensive discs, speed boosts, and 1-ups. Grab 'em and use 'em since they only appear for a few moments and they don't last much longer.



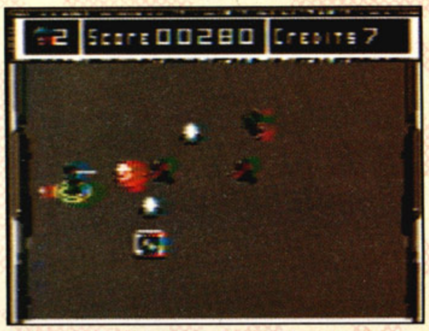


PROTIP: Top priority is to stay alive. Don't be greedy with power-ups.

PROTIP: Prizes always appear in tight clusters near the middle of the screen.

So Many Foes, So Little Firepower

The Smash TV arcade version's primary feature is battling the nonstop action with two independent, multi-directional, shoot-and-move joysticks. The SNES and the Genesis adequately duplicate these controls. The Game Gear's two lone buttons can't. You've got three different controls: fire in the same direction as you're moving, fire in the opposite direction, and lock your fire in one direction. Although very responsive, these controls are not as effective against the fast-paced action as those of the 16-bit versions.



PROTIP: Locking your fire in the direction you're moving is most effective for beginners.

Even on the small screen, the graphics are nicely rendered and well animated. They capture the intensity and the mayhem that is Smash TV. The hip Smash TV soundtrack and an earful of digitized explosions, grunts, and groans flesh out the total gaming experience.

A Nielsen Winner

Despite the limited controls, Game Gear Smash TV is just as challenging as its predecessors. Lightning reflexes and razor sharp endurance are a must if you want to become the grand champion! However, if you expect game play on the Game Gear's Smash TV to match that of the arcade, the SNES, or the Genesis versions, you'll be frustrated. Regardless, this is a solid, entertaining, and challenging cart. Tune into Smash TV, then tune out!

Smash TV by Flying Edge

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	2.5	3.5	ADV. Advanced

$34.95	Action/Shooter
2 megs	One Player
Available Sept.'92	Continues

GAME GEAR PRO REVIEW

By Mister Blister

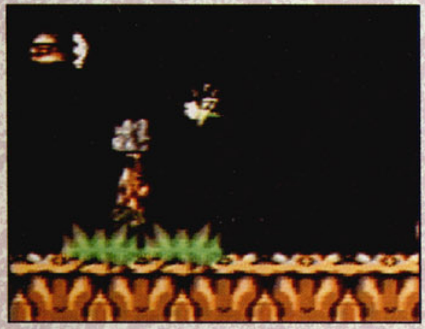
Realizing you can't confine a good cave man to one game system, Virgin presents everyone's favorite potbellied Neanderthal, Chuck Rock, for the Game Gear! Although similar to its Genesis ancestor in graphics and game play, this Chuck's an entertaining, unique gaming experience worth its weight in ... er, stones.

Leave No Rock Unturned

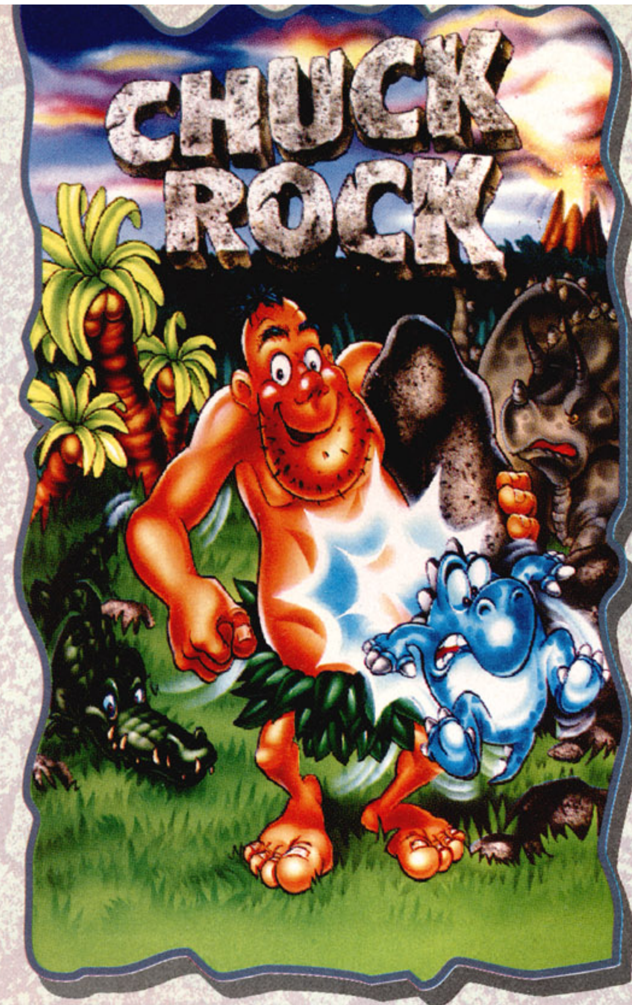
Chuck's wife, that B.C. babe Ophelia, has been kidnapped by the prehistoric terrorist, Gary Critter. Five, treacherous side-scrolling levels await Chuck in this one-player adventure. To rescue Ophelia, Chuck must climb the highest mountains, swim the deepest oceans, forage through the densest forests, and skim across the iciest Arctic terrain. Deranged dinosaurs and bizarro beasts lurk behind every rock, tree, and corner waiting to chomp on fresh Chuck Round! Deadly dino bosses, such as Frank the Triceratop, Nessie the Sea Monster, Wayne the Wooly Mammoth, and Terry the Terrible Tyrannosaurus, rule the end of each level. Fortunately, our primordial protagonist is up to the challenge with his fearsome belly-bump and accurate rock chucking ability!

Rock n' Roll

Each level is littered with that era's primo natural resource – rocks. Big rocks are useful for stacking and little rocks are handy as weapons and shields. Chuck can only carry one rock at a time. The bigger the rock, the slower he moves, and the lower he jumps.



PROTIP: Hold rocks above your head as a shield against menaces from above. Jump up to take them out!



PROTIP: Stack rocks to reach difficult upper levels.

PROTIP: Always keep a rock in hand. You never know when you might need one!

Chuck Rock is mildly challenging and requires some thinking to figure out apparent dead-ends. Chuck begins with three chances to save Ophelia. Each hit reduces your health status, as does walking onto dangerous terrain. Six hits and you're (ancient) history! Don't sweat if you totally munch it, the handy password feature allows unlimited continues at any completed level.

An unusual assortment of goodies and power-ups are scattered throughout each level. Food items add bonus points. Bouncing Hearts restore Chuck's health. Truly bizarre items such as Stuffed Pig Heads, Smiling Starfish, or Frozen Peas yield really big bonuses. Sleeping creatures, such as pterodactyls, giant frogs, mini-mammoths, and crocodiles, are especially helpful when you encounter dead-ends. Throw a rock around to see what pops up!

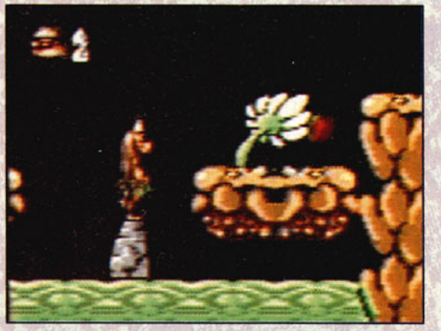
Rock On!

Chuck Rock's unique concept, whimsical look, and innovative game play make it extremely enjoyable. The graphics are very similar to its Genesis big brother with bright colors and large, smoothly moving sprites. The wacky soundtrack and sound effects are above par, befitting the lighthearted tone of the game. Get stoned with Chuck!

Chuck Rock by Sega

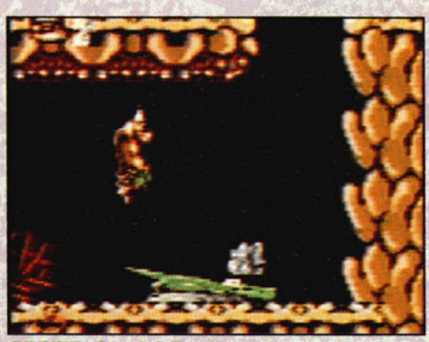
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	INT. Intermediate

$29.99	Action/Adventure
2 megs	One Player
Available September '92	Password

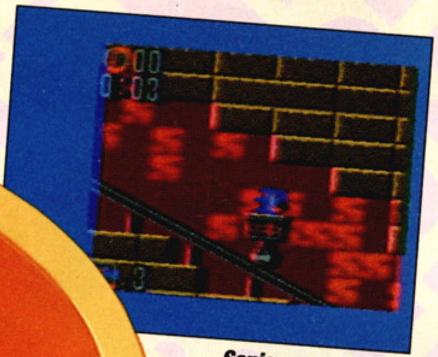


PROTIP: Throw rocks into the water to bridge your way across. Move fast, rocks are heavy y'know!

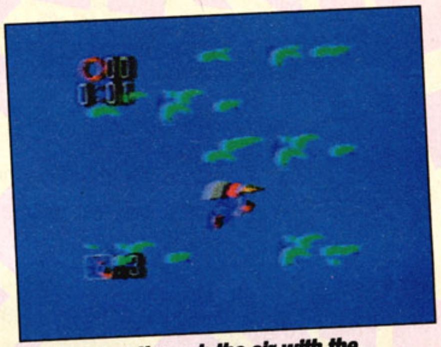
PROTIP: When you swim, use rocks to weigh Chuck down so that he can walk the ocean floor.



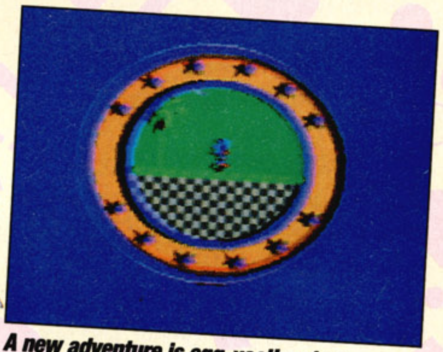
PROTIP: Stuck? Try throwing rocks at various things on-screen. Throw a rock onto the sleeping crocodile and catapault yourself onto the upper levels.



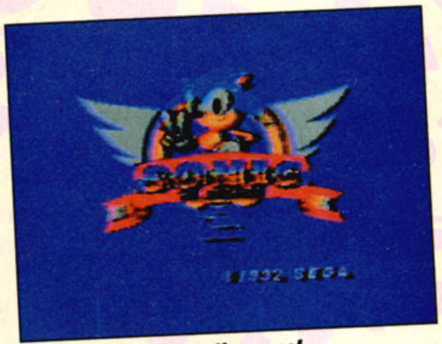
Sonic was never able to "mine" his own business.



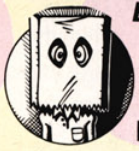
Sonic soars through the air with the greatest of ease...that is, until he gets caught up in stormy weather.



A new adventure is egg-xactly what Sonic needed.



Two Tails are better than one!



By the Unknown Gamer

After his last adventure, everyone's favorite hog sat back, unlaced his tennies, and prepared for a little R 'n' R. Now he's got good news and bad news. The bad news is that Sonic's arch-nemesis, Doctor Robotnik, is back to avenge his defeat in the original Sonic The Hedgehog. The good news? This means another super speedy handheld adventure for Sonic fans everywhere.

Rock the Doc

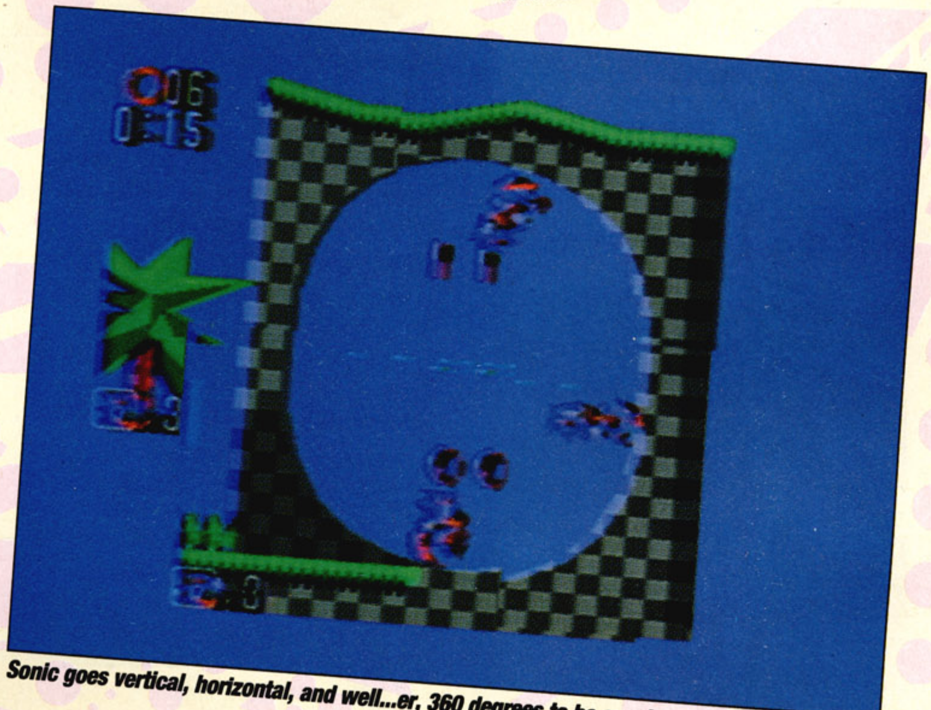
This time around, Doc R has cooked up a fiendish Death Egg. This cracked weapon will destroy the entire world if Sonic doesn't manage to scramble it in time.

Prepare to conquer six new hard-boiled levels of Sonic-style action. The vertically- and horizontally-scrolling side-view game play features that old familiar Sonic fun, as well as some ultra-cool new means of locomotion for his Hedgehogness. Yup, the dude with a 'tude takes to the skies, grabs some wheels, and gets upside down, just to make some smokin' tracks with his trademark tennies. Sonic's also got a cool new foxy buddy, Tails, who makes cameo appearances throughout the game.

Sonic Soon-to-Be

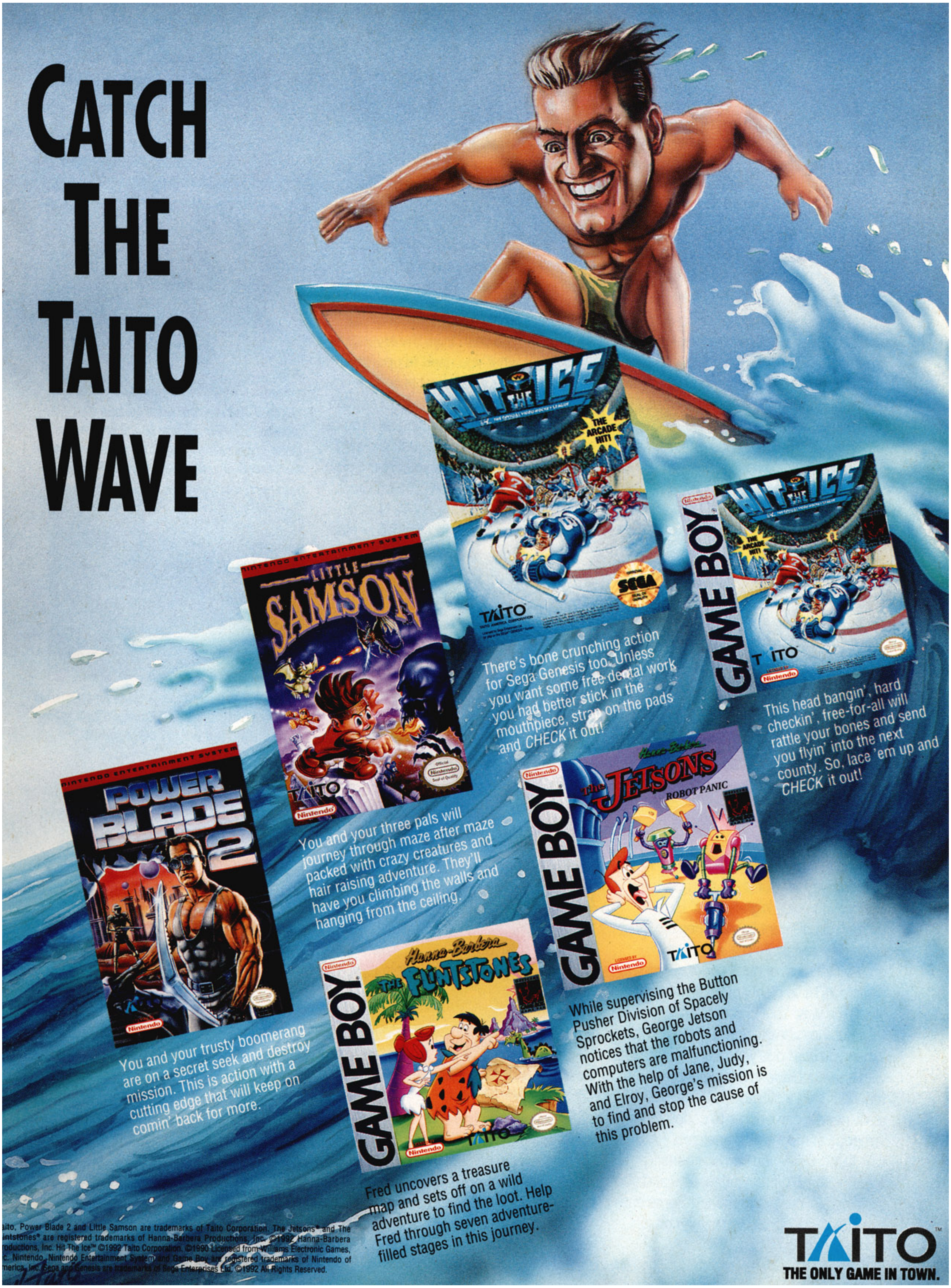
Sonic The Hedgehog 2 is speeding to a Game Gear near you this November. We'll have a complete review on the game in an upcoming issue of GamePro. In the meantime, kick back, unlace your tennies, and check it out.

Sonic The Hedgehog 2 by Sega
Available November



Sonic goes vertical, horizontal, and well...er, 360 degrees to be exact.

CATCH THE TAITO WAVE


HIT THE ICE
THE ARCADE HIT!
SEGA
TAITO
GAME BOY
HIT THE ICE
THE ARCADE HIT!
Nintendo
NINTENDO ENTERTAINMENT SYSTEM
LITTLE SAMSON
TAITO
Nintendo
NINTENDO ENTERTAINMENT SYSTEM
POWER BLADE 2
Nintendo
GAME BOY
Hanna-Barbera
The JETSONS
ROBOT PANIC
TAITO
Nintendo
GAME BOY
Hanna-Barbera
The FLINTSTONES
TAITO
Nintendo

There's bone crunching action for Sega Genesis too. Unless you want some free dental work you had better stick in the mouthpiece, strap on the pads and *CHECK* it out!

This head bangin', hard checkin', free-for-all will rattle your bones and send you flyin' into the next county. So, lace 'em up and *CHECK* it out!

You and your three pals will journey through maze after maze packed with crazy creatures and hair raising adventure. They'll have you climbing the walls and hanging from the ceiling.

While supervising the Button Pusher Division of Spacely Sprockets, George Jetson notices that the robots and computers are malfunctioning. With the help of Jane, Judy, and Elroy, George's mission is to find and stop the cause of this problem.

You and your trusty boomerang are on a secret seek and destroy mission. This is action with a cutting edge that will keep on comin' back for more.

Fred uncovers a treasure map and sets off on a wild adventure to find the loot. Help Fred through seven adventure-filled stages in this journey.

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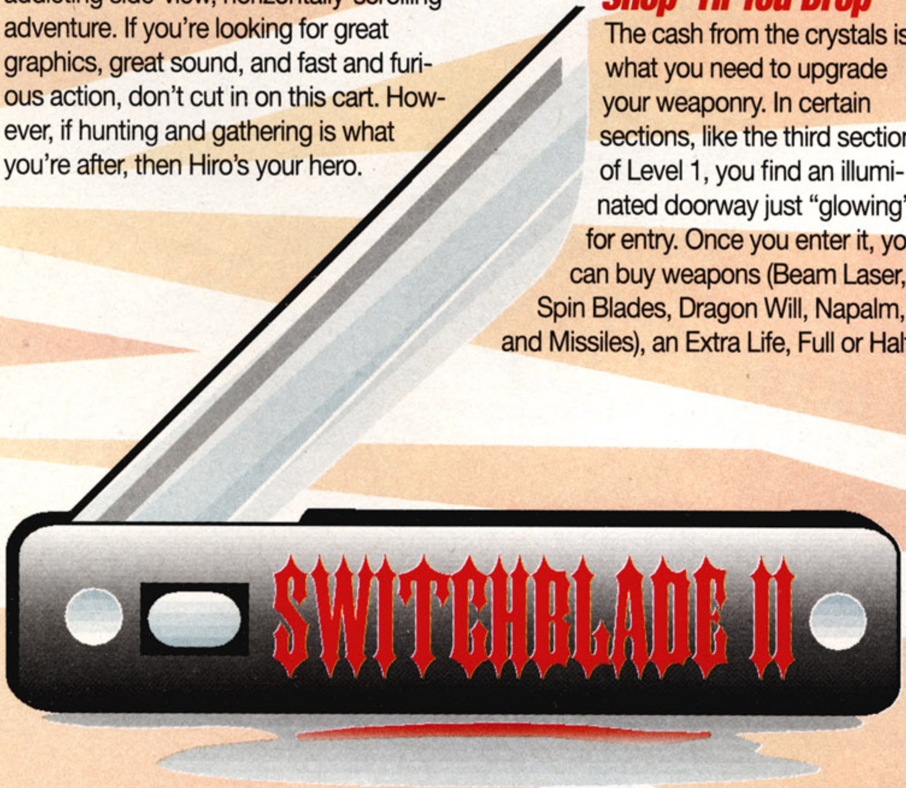
TAITO™

THE ONLY GAME IN TOWN.

LYNX PRO REVIEW

By Rampant Saxon

Switchblade II has switched from the PC to the Lynx. Havoc is back and only Hiro can save Cyberworld in this addicting side-view, horizontally-scrolling adventure. If you're looking for great graphics, great sound, and fast and furious action, don't cut in on this cart. However, if hunting and gathering is what you're after, then Hiro's your hero.



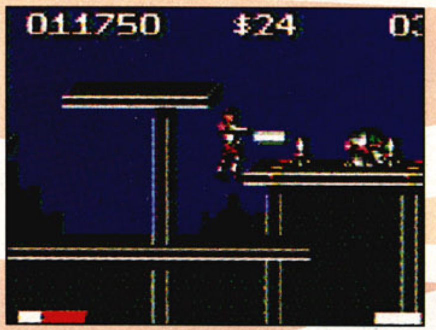
SWITCHBLADE II

The Sword Is Mightier

On your way to your showdown with evil Havoc, you guide high-hoppin' Hiro through six different levels, where he must scale elevated platforms, run across grassy plateaus, or duck under obstacles.

You'll have plenty of battle practice along the way. Your competition is sedentary, but they usually take at least two hits. When you start out, you're armed only with a switchblade that looks more like a machete than a stiletto. However, you really need a can opener to conquer armadas of mechanical enemies.

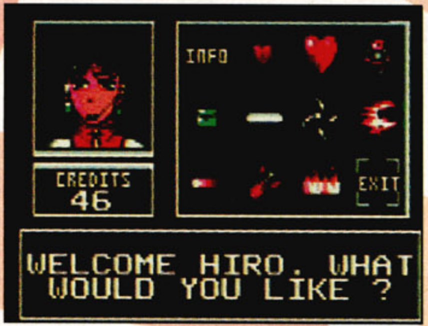
Don't worry you can buy better armament. Kill off a metal meanie and you get a crystal ball worth money. Some enemies produce higher values than others.



PROTIP: To defeat the beasties that double up on you, shoot offscreen.

Shop 'Til You Drop

The cash from the crystals is what you need to upgrade your weaponry. In certain sections, like the third section of Level 1, you find an illuminated doorway just "glowing" for entry. Once you enter it, you can buy weapons (Beam Laser, Spin Blades, Dragon Will, Napalm, and Missiles), an Extra Life, Full or Half Energy, Ammo, and Info. Don't bother buying the Info. Save the $10.

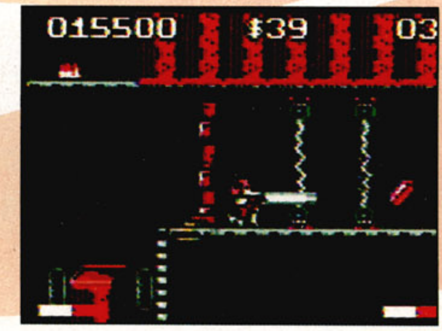


WELCOME HIRO. WHAT
WOULD YOU LIKE ?

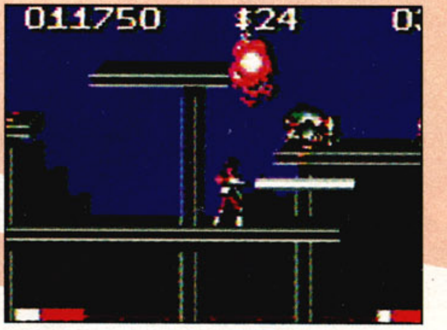
Powerful shopping!

You can also find some of these items along the way. For example, within the first few seconds of the game, you run across some ammo, which automatically upgrades your weapon to a plasma gun. You must keep finding ammo icons, or it's back to the old switchblade. To increase your energy, load up on food. You'll find delectables, such as Hamburgers and Hot Dogs, to keep you going.

PROTIP: As soon as you get to Level 2, enter every blue door you find. Behind them lies energy, ammo, and high-scoring crystals.



PROTIP: The electric laser beams that extend from the ceiling to the ground in Level 1's Section 4 must be destroyed with the sword. No other weapon will work.



PROTIP: If you need long-range weapons, go for the Spin Blades and Lasers. The Napalm is powerful, but only at close range.

Cut to the Chase

Switchblade II's above average fun for an above average gamer, even though game play and action are back-to-the-basics hack 'n' slash. Your main move is an extremely high jump. The game doesn't sport tunes, but it has listenable sound effects (a rare, but refreshing, quality).

If you can't live without great graphics and music, then Switchblade II doesn't cut it. But if you just need to cut loose, grab this addicting, but not intense, game. Take a stab at Switchblade II.

Switchblade II by Atari

Graphics	Sound	Control	FunFactor	Challenge
3,5	4.0	4.0	4.0	INT. Intermediate

$39.99
2 megs
Available October '92

Action
One Player

THIS CONTEST IS REALLY WARPED!

WIN BIG!!
TURTLES IN TIME
KONAMI
SUPER NINTENDO
Nintendo

Whoa, dude, hang onto your shell.

Because the turtles are kicking 16-bit tail in their all-new Turtles in Time™ for your Super NES,™ a time warped adventure that sends your favorite heroes spinning through the centuries. And right now you have the chance to get a piece of the action in the radical Teenage Mutant Ninja Turtles IV, Turtles in Time Contest.

To enter, get your mitts on the new Turtles in Time game. Hurry up, because the deadline for postmarked entries is December 30, 1992. And you're gonna need serious practice time to whip all the other turtle-heads!

Then take a photo of your **highest** score, fill out the form and mail them both to: GamePro Magazine, Turtles in Time Contest, P.O. Box 3027, Redwood City, CA 94064. The turtle-head with the highest score wins!

GRAND PRIZE

One (1) TEENAGE MUTANT NINJA TURTLES II ARCADE GAME will be awarded to the dude or dudette who mails in the highest total score. That's right. Win this and it'll be time to ask your folks to build that new game room!

FIRST PRIZE

Five (5) finalists will have their choice of one (1) KONAMI SUPER NES GAME.

SECOND PRIZE

Five (5) finalists will receive a prize package featuring a GamePro special edition t-shirt, poster, sunglasses, and a FREE 1-year subscription to GamePro magazine.

THIRD PRIZE

Ten (10) runners-up will be stylin' when they're given the shirts off our backs. That's right, hip n' happenin' Konami t-shirts can be yours if the score is right!

Guidelines for Photographing Score

- Submit only original photographs. Photos published in mass media, drawings or slides not acceptable.
- Turn off lights in room while screen displays score.
- For best results, use a 35 mm camera, if available.
- Do not use flash.
- If photograph is illegible, entry will be disqualified.
- Photo must be no smaller than 3" x 5" and no larger than 5" x 7".
- Photos cannot be returned.

Rules:

Entries must be postmarked by December 30, 1992. Winners will be determined on or about January 15, 1993. Winners will be notified by telephone and/or mail. Total value of prizes awarded is under $5,000. This contest is sponsored by Konami and GamePro magazine. No purchase required. One entry per person. Only valid in the U.S.A. Void where prohibited. Employees of GamePro, Konami and their affiliates are ineligible to enter. GamePro and Konami reserve the right to cancel this promotion at any time with appropriate notice. Winners names and prize information may be used by GamePro and Konami for promotional or advertising purposes without further compensation.

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WINNERS WILL BE ANNOUNCED IN GAMEPRO MAGAZINE AND ON AN UPCOMING EPISODE OF THE GAMEPRO TV SHOW!

THIS CONTEST IS REALLY WARPED!

I'm ready to be warped. Enter me in the Konami Turtles in Time Contest!

Name________________________________Age__________

Address____

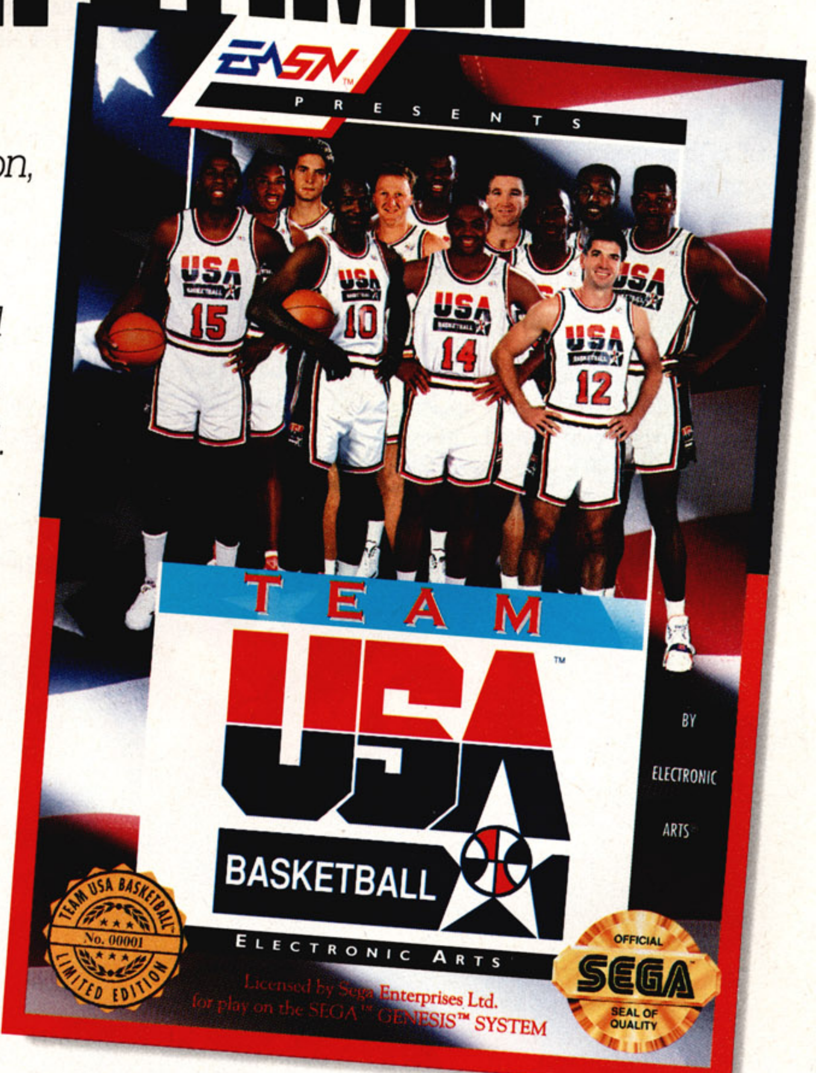
City____

State__________Zip________Phone (_____)____________

KONAMI®

Send to: GamePro Magazine, Turtles in Time Contest, P.O. Box 3027, Redwood City, CA 94064. All entries must be postmarked by December 30, 1992.

A TEAM LIKE THIS COMES ALONG ONCE IN A LIFETIME.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Michael, Magic, Malone, Barkley, Patrick, Pippen, Larry, Robinson, Stockton, Mullin, Clyde, Laettner.

TEAM USA BASKETBALL™
No. 00001
LIMITED EDITION

The greatest team in basketball history. The guys who turned up the heat at the Summer Games. And set a new gold standard. It's all there in TEAM USA BASKETBALL.™ Every player, every high-flying move.

Like the team, this game is a true collector's item. Available for just a limited time only. Individually numbered. Including the special SkyBox™ Mini-Mural Collector's Cards Set.

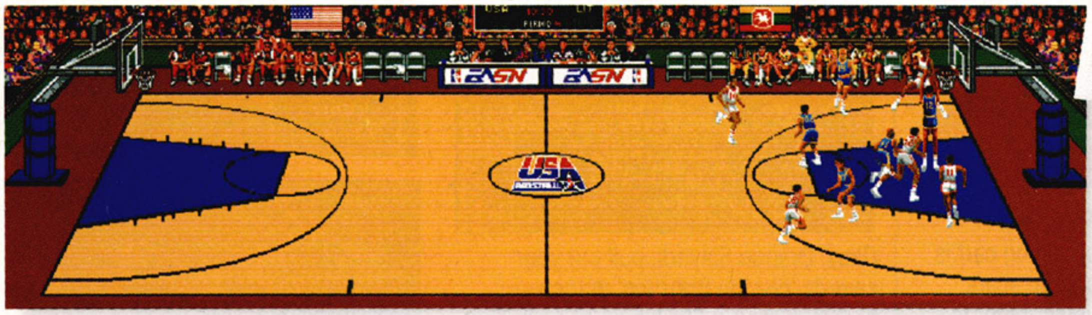
Nowhere else in the entire world can you find this kind of hoops action. Because it's the only time all these players join forces on the same side of the court. Each one shooting for the same goal.

Don't sleep through this chance to make the dream team. TEAM USA BASKETBALL is available for a limited time only.

Talk about air superiority. You get more fireworks than the Fourth of July. Earth-shaking slams. World-class shot blocking and defense. The greatest long-range bombers anywhere.

There are new signature moves for each TEAM USA player. Pippen's "around the world dunk." Mr. Robinson's "windmill jam." Magic's entire bag of tricks. And standing between us and the gold is the rest of the world.

1992
USA
BASKETBALL
Ron Barr
NAME
Electronic Arts Sports Network
AFFILIATION
Barcelona
LOCATION
260850
PRESS

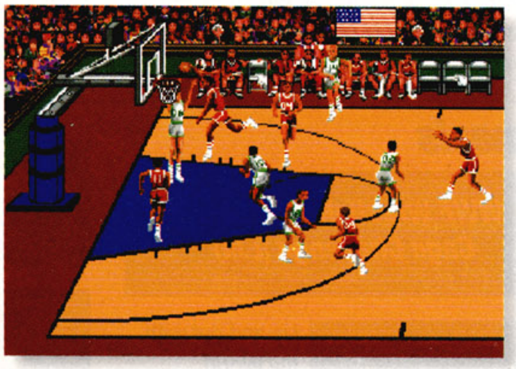


Rule the world court. TEAM USA BASKETBALL is full 5-on-5 action with international rules.

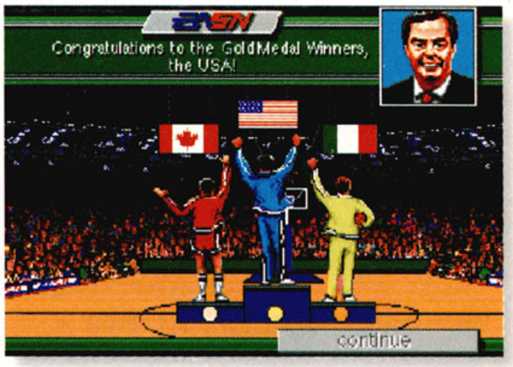
Fifteen international teams include Divac's Team Yugoslavia, Marciulionis' Team Lithuania. Even an All-World Team—a squad of the best players from the rest of the world.

Everything's played to international rules. Twenty minute halves. Thirty second shot clock. Trapezoid lanes. Just like Barcelona.

EASN, the Electronic Arts Sports Network, has coverage that's nothing less than global. Famed play-by-play announcer Ron Barr is all over the court like a full-court press. Commentary. Highlights. Instant replay. Real-life stats. The medal ceremony. Plus EASN crews are stationed all over the map, beaming stunning location shots.



Give the world a driving lesson it'll never forget. Each TEAM USA member's style of play is authentic, right down to individual signature moves.



Congratulations to the Gold Medal Winners, the USA!

Dominate in Barcelona and teach the world how to sing our national anthem. Or play for another country.

Prove to the rest of the world that some of the best things are still made in the USA. TEAM USA BASKETBALL is available for only a limited time for Sega Genesis and IBM. Visit your local EA dealer or order by phone any time: (800) 245-4525. Jump now or you'll miss this shot.

BARCELONA '92
USA
13
5
9
12
11
15
6
7

The world's most powerful airforce is captured in this special TEAM USA Mini-Mural Collector's Cards Set. Every game comes with a complete 3-card set.

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SHORT PRO SHOTS

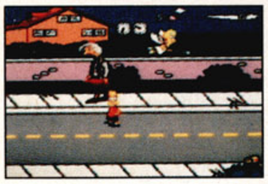
Nintendo

Incredible Crash Dummies (LJN)

This neck-spraining cart is sure to scare you straight to Driver's Ed. The hollow-headed, car-smashing, demo duo are breaking their backs for your enjoyment. Death-defying stunts enable these two dummies to earn their keep. Better buckle up for this one.

Available October

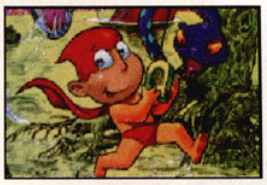
Bart Man Meets Radioactive Man (Acclaim)



Don't have a cow, man! It's called Bart Man "Meets" Radioactive Man, not Bart Man "Versus" Radioactive Man. Bart's favorite comic book hero is in nuclear trouble! He's been blown out to the "Limbo Zone." Find him before this entire game explodes. Aye Carumba!

Available Fall '92

Linus Spacehead's Cosmic Crusade (Camerica Games)

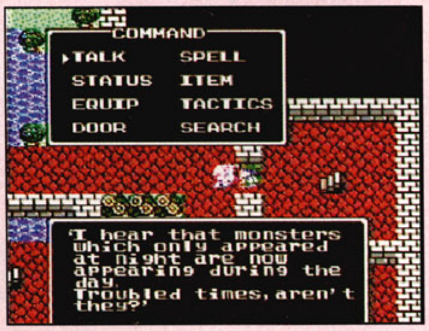


Spacey Linus fought his way back to his planet Linoleum, but forgot to bring back evidence of his stint on Earth. Broke with no wheels, Linus must circle on back to Earth. But first, Linus has to bop around the Universe looking for travelling necessities in this far-out adventure.

Available October

Nintendo

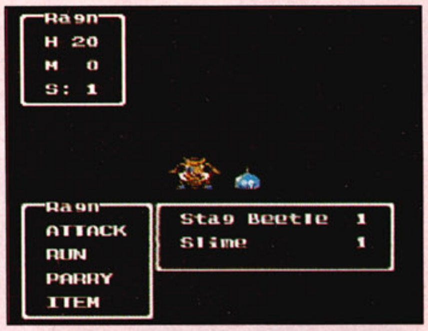
Dragon Warrior IV (ENIX)

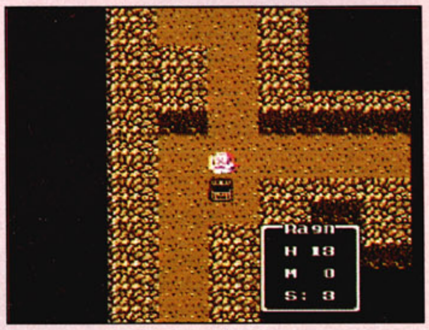


I hear that monsters which only appeared at night are now appearing during the day. Troubled times, aren't they?

Okay, Dragon Slayers, pull out your swords 'cuz the Brarmos' dragon descendents are fire-breathin' mad. This legendary, five quest RPG will take you on another lengthy adventure across perilous terrain. As Ortega's heir, you and your band of three warriors must slash your way to the finish. Who knows? Lady Luck may be around the corner.

Available October





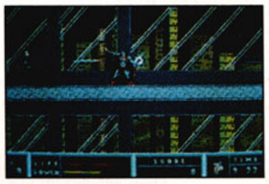
Genesis

WWF WrestleMania Steel Cage Challenge (LJN)

Up and out with the World Wrestling Federation. You'll be pinned to the mat when you take on Hulk Hogan, "Macho Man" Randy Savage, Bret "Hitman" Hart, and more. Realistic ringside sound effects and a rambunctious crowd will make you feel like the bum that you are. This cart will put you in a headlock.

Available October

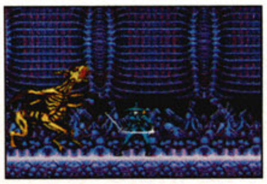
Superman (Sunsoft)



Leap tall buildings with a single bound on your way to save the Earth, and do it in 24 hours. Don't hold back on your heat vision, sonic-spin, and super strength. You'll need more than brain cells to keep Brainiac's evil forces down. Remember to keep one eye out for the nearest phone booth. You never know when you'll be needed. This looks like a cart for Superman!

Available December

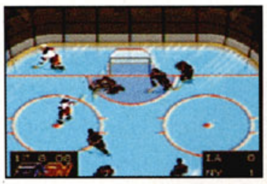
Chakan: The Forever Man (Sega)



Out of the darkness comes a Japanese comic book hero. This warrior/priest seeks revenge on those who have stripped him of his powers. Chakan stalks the cultish beasts of the dark in his quest to purge the globe. Take a walk on the dark side.

Available November

NHLPA Hockey '93 (Electronic Arts)

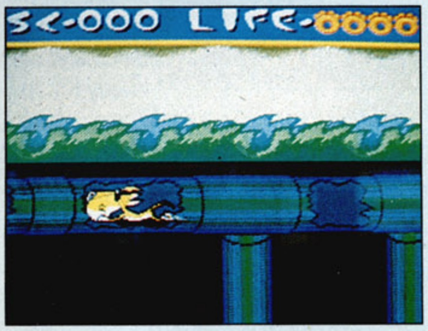


The National Hockey League Players Association had their sticks in this cart. Gracing this ice are signature moves from Kevin Steven, Steve Wyzerman, Bob Probert, and the like. Players are rated according to 14 attributes. So keep an eye on the puck, take some slap shots, and watch the high-sticking, or you'll get sent to the penalty box.

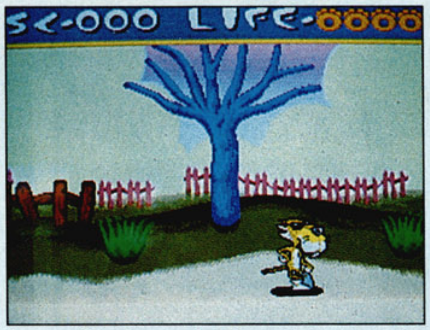
Available Fall '92

Genesis

Chester Cheetah's Too Cool to Fool (Kaneko)



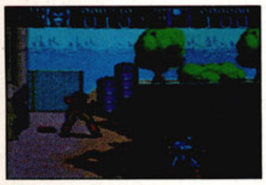
Better stock up on your supply of Cheetos: crunchy, puffed, or puff balls. You'll need 'em all on this roaring search.



Seems Chester and pals are imprisoned in Four Corners Zoo and their only way out is to piece Chester's Harley together again. Mean Eugene the zoo keepin' fiend has scattered the bike's parts throughout the zoo. Keep yer cool, cats! Chill out! You only have six levels to search, and Chester's way too cool to fool.

Available November

Captain America & The Avengers (Data East)

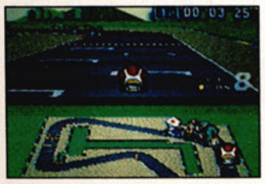


Avengers assemble! Cap, Ironman, Vision, and Hawkeye are ready for action. Choose one of these classic crime-fighters and use their mighty powers. The red, white, and blue will never fail you....or will it? Baseball, apple pie, and Captain America.

Available December

SNES

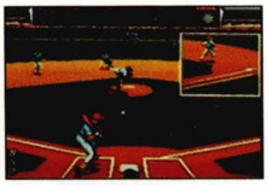
Super Mario Kart (Nintendo)



Those plumbers just can't stick to their pipes! Now, they're out racing go-karts. With simultaneous race play, you and another driver can zoom across a rectangular field with "windshield" or "rear view mirror" perspectives. So, buckle up. Put your helmets on, and lean into those curves with your favorite fix-it guys.

Available October

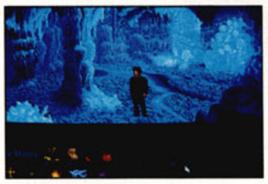
Roger Clemens' MVP Baseball (LJN)



Step up to the plate and swing for the fences. Roger Clemens is gonna knock you outta yer spikes with his fastball. Split-screen views and nice details, such as relief pitchers running in from the bullpen, add to this hotdog smellin' feel. Suit up and spit in your glove because the "Rocket" is ready to fly!

Available Fall '92

Fable and Fiend: Legend of Kyrandia (Virgin Games)



Kyrandia is a mysterious land of legend and lore. Hero Brandon must find his old pal Malcolm-gone-bad and stop him before he dismembers the Royal Court. On the same train as the Dungeons & Dragon adventures, this RPG will take you on 25 ardent quests. Roll out the red carpet for this one.

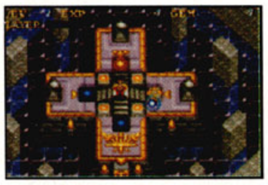
Available Spring '93

Sküljagger (American Softworks Corp.)

It's a comic book! No, it's a game manual. No, it's both. Read the story of Storm vs. the Sküljagger and his Kiltish Army. As you're perusing, pick up some game tips along the way. Always chewing his trusty homegrown bubble gum (the nonstick, peel away kind), Storm steals Sküljagger's sword and battles him through seven skull-busting chapters. Will our hero be victorious? Find out in the next episode of Sküljagger.

Available November

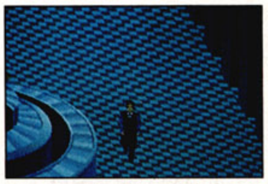
Soul Blazer (ENIX)



Jumping on the Zelda bandwagon, Soul Blazer takes you on a six-world RPG adventure. Set your soul ablaze as you hack 'n' slash your way through caves and castles, destroying enemies and reviving friends. Don't be surprised to find a few of your favorite ActRaiser themes along the way. Sell your soul to Soul Blazer.

Available September

Toys (Absolute Entertainment)



Based on the much-anticipated, soon-to-be released film, this fantastical game drops you into the life of a whimsical toy maker's son. Wind up and help him prevent his demented uncle from turning his father's toy factory into an arms factory. Arms are for hugging big stuffed teddy bears, not for killing. Don't nuke this cart.

Available Winter '92

Super Nintendo®

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Game Boy

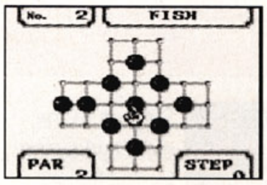
The Jetsons Robot Panic *(Taito)*

HELP GEORGE!!
WHAT?! THAT'S TERRIBLE:

Meet George Jetson and family on the Game Boy. George gets an urgent message that the Robots are all spaced out and have gone berserk. He and his family must save their space-age town from disaster. Play either Elroy at the Space Ball Dome, Judy at Concert Hall, or Jane at the Shopping Mall in this side-scrolling cartoon adventure.

Available November

Lazlo's Leap *(DTMC)*



Chinese checkers jump into your palms. Leap your marble around the screen, checkering the board as you go. You can only move ahead if you have another marble to jump over. Leapin' Lizards, it's another puzzle cart.

Available now

Game Gear

R.C. Grand Prix *(Absolute Entertainment)*

Start your engines, Gear Heads. This cart's a speed racer. Up to four players can take to the streets in this 10-course race. High-speed challenges threaten your path, and the death rule applies. If you don't finish in the top three, you're out. So, hot rods, keep up the pace.

Available now

TaleSpin *(Sega)*

The Sea Duck may sound like a ship, but it flies. Tag along with Baloo and his buddy Kit on their flight to 10 worldwide ports of call. Disney animation keeps you captivated for seven levels. See you later, air sailor!

Available December

Lynx

NFL Football *(Atari)*

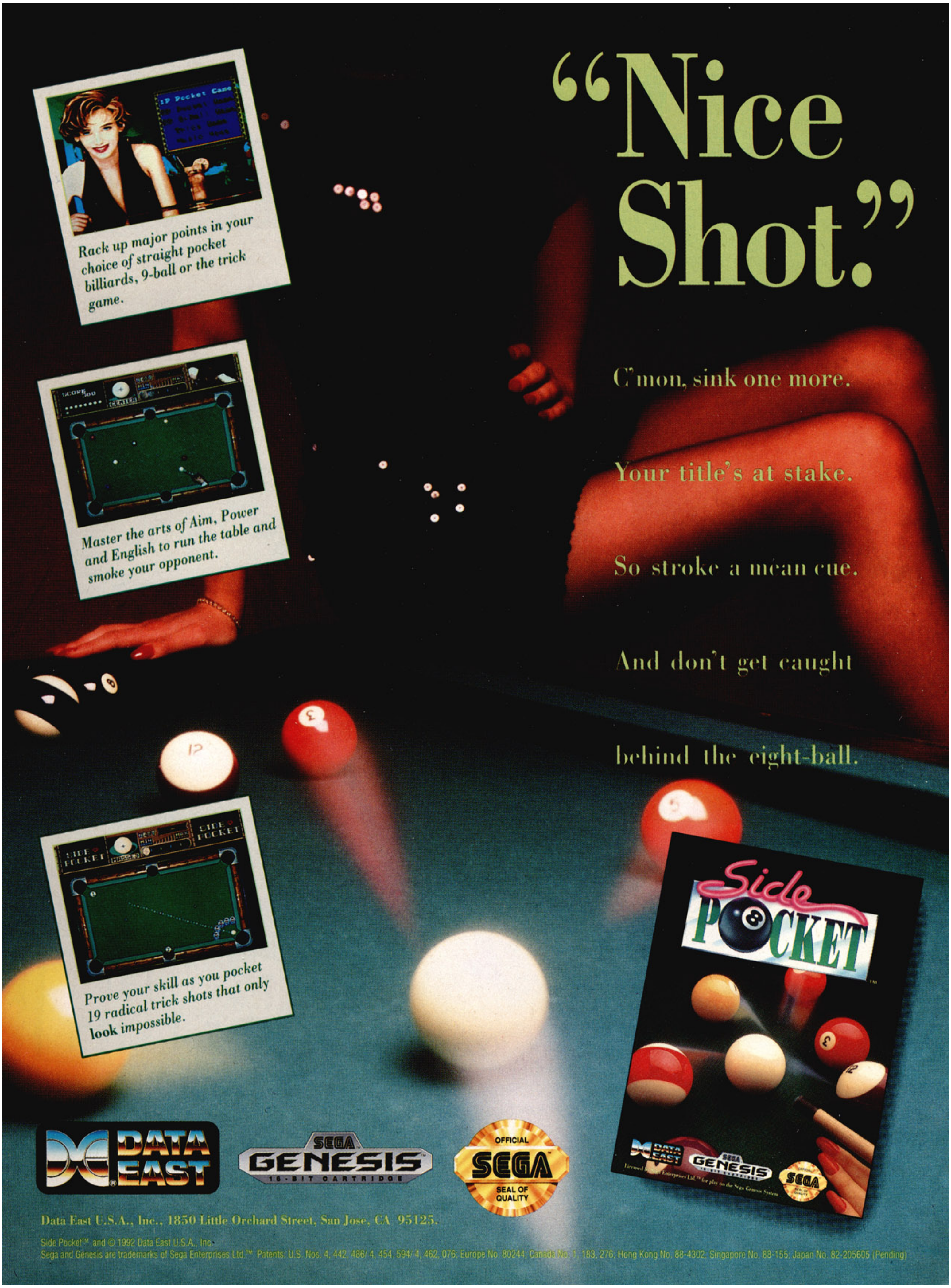
Who needs a T.V. when you can execute your own football plays in the palm of your hand? Lead your team to victory with specialty plays designed by real NFL offensive coordinators. Hear the Astroturf crunch as your players grunt and snort their way to a TD. Grab a soda and some chips, and go for the extra point.

Available September

Jimmy Connors Challenge Tennis *(Atari)*

"Love-30!" shouts Jimmy Connors the commentator and old man of the courts. However, he's not through yet. Become the top seed and Connors will drop the mike and pick up his racket. Take the advantage and don't double fault on this cart. .

Available September


SIDE POCKET
SIDE POCKET
Side POCKET
DATA EAST
SEGA GENESIS 16-BIT CARTRIDGE
OFFICIAL SEGA SEAL OF QUALITY

"Nice Shot."

C'mon, sink one more.

Your title's at stake.

So stroke a mean cue.

And don't get caught

behind the eight-ball.

Rack up major points in your choice of straight pocket billiards, 9-ball or the trick game.

Master the arts of Aim, Power and English to run the table and smoke your opponent.

Prove your skill as you pocket 19 radical trick shots that only look impossible.

Data East U.S.A., Inc., 1850 Little Orchard Street, San Jose, CA 95125.

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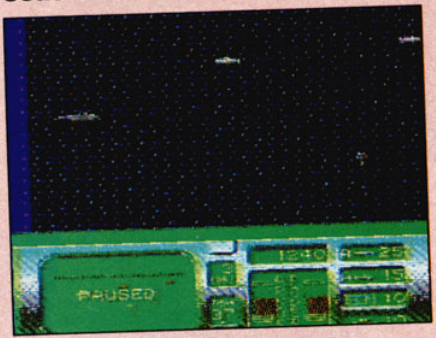
S.W.A.T.PRO

The Hunt for Red October (Nintendo)

Code Collection



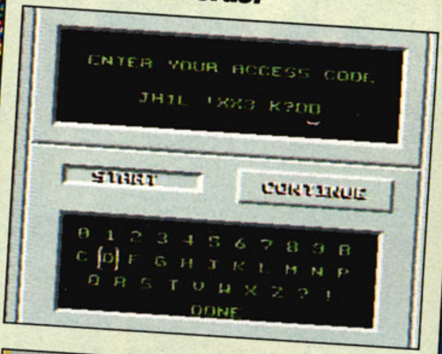
Customize your Hunting with these codes. For each, look for a screen flash to indicate the code worked.

1) To make your sub stop on a dime, pause the game, then press **Up, Down, Left, Right, and Select**.
2) To double the point value for every enemy you destroy, pause the game, then press **A, B, B, A, Right, Down, Up, Left, and Left.**
3) If you'd like to slow down the screen's scrolling speed, pause the game, then enter **Up, Down, Left, Right, Up Down, Left, Right, Up, Down, Left, Right, A, B, B, A.**
4) To negate the game's automatic screen-scrolling feature, pause the action, then input **Up, Up, Down, Down, Left, Left, Right, and Right.** Now go sink a few subs!

Randy Kenning, New Orleans, LA

Star Trek (Nintendo)

Planet Passwords!



ENTER YOUR ACCESS CODE.

JH1L !XX3 K?DD

Beam up your NES with these Star Trek codes:

After Masaba: R6XW MLFT ?6XD

After Lekythos: P?RV !RZH LAQD

After Romulan Ship: KA55 R?XC LA4D

After Shroud: J!3L RZX7 M?BD

En Route to Lotia: JH1L !XX3 K?DD

Jean Layette, Quebec, Canada

Low G Man (Nintendo)

Secret Stages

Check out two hidden levels in Low G Man with the following passwords:

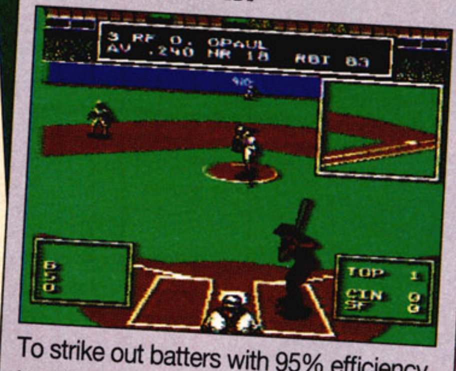
Train: AMAN

Hovercraft: NAKA

Denny Granger, Virginia Beach, VA

Roger Clemens' MVP Baseball (Nintendo)

Easy Strike Outs!

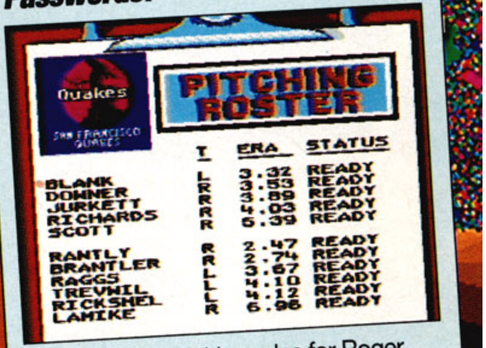


To strike out batters with 95% efficiency, tap Up as you release a pitch. The ball will drop low and you'll make the computer swing early almost every time!

Brian Smith, Westminister, CA

Roger Clemens' MVP Baseball (Nintendo)

Passwords!



PITCHING ROSTER

	T	ERA	STATUS
BLANK	L	3.32	READY
DOWNER	R	3.53	READY
JURKETT	R	3.89	READY
RICHARDS	R	4.03	READY
SCOTT	R	6.39	READY
RANTLY	R	2.47	READY
BRANTLER	R	2.74	READY
RAGGS	L	3.67	READY
TREVHIL	L	4.10	READY
RICKSHEL	L	4.12	READY
LAMIKE	R	6.96	READY

Here are few quickie codes for Roger Clemens' MVP Baseball:

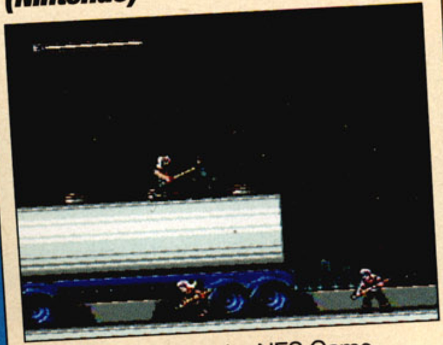
Change the Music: QBBBBB bBBBBB BBBBQB BBBBBB

San Francisco vs. San Francisco (Last Day): GBBBBB bBBBBB BBBBQB BBFBBB

Brian Smith, Westminister, CA

Game Genie Code!

Terminator 2: Judgement Day (Nintendo)



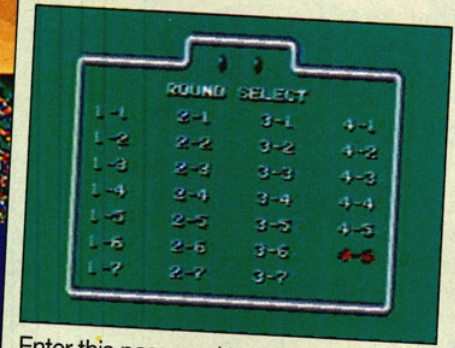
Use this code with the NES Game Genie:

Endless Energy: **OOTTXX**

Donald King, Rutland, VT

Marvel Land (Genesis)

Stage Select!



ROUND SELECT

1-1	2-1	3-1	4-1
1-2	2-2	3-2	4-2
1-3	2-3	3-3	4-3
1-4	2-4	3-4	4-4
1-5	2-5	3-5	4-5
1-6	2-6	3-6	4-6
1-7	2-7	3-7	

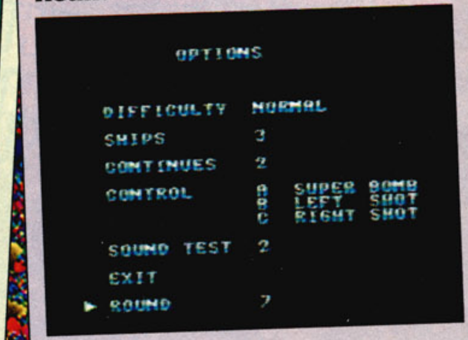
Enter this password to choose any level in Marvel Land. It's that easy!

ARDE

Ruben Lara, Tulare, CA

Steel Empire (Genesis)

Round Select!



OPTIONS

DIFFICULTY NORMAL
SHIPS 3
CONTINUES 2
CONTROL A SUPER BOMB
B LEFT SHOT
C RIGHT SHOT
SOUND TEST 2
EXIT
▶ ROUND 7

To pick any area in this intense shooter, enter the Options screen. Now perform the Sound Test in the following order: Sound 1 twice, Sound 9 once, and Sound 2 twice. Now a Round entry will appear on the screen.

Pick any level and blast off for some intense Steel Empire action!

Sam Kastos, Prince Rupert, Canada

Game Genie Code!

High Speed (Nintendo)

Use this code with the NES Game Genie:

Slow Roll On Flipper: **AOZGLE**

Nancy W. Donnell, Reno, NV

El Viento (Genesis)

Color Test

Talk about weird codes! You can make a color-coded bar pattern appear in El Viento. Wait for the Wolf Team logo to appear, then hold down A, B, and C, and press Start. This is only a test....

Edward Diaz, Salt Lake City, UT

Back to the Future Part 3 (Genesis)

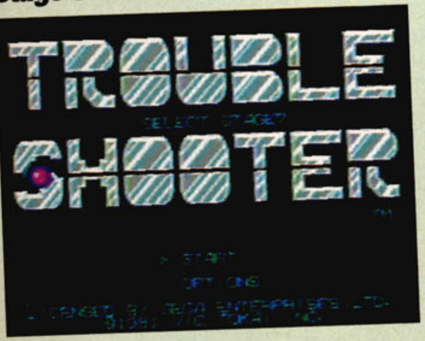
Level Skip!

Now you can skip stages in Back to the Future Part 3. Begin your game, then pause the action. Now hold down A and press Up, Down, Left, and Right to advance a level. Use this trick whenever you wish!

Rob Fowler, Berkeley, CA

Trouble Shooter (Genesis)

Stage Select



Getting into Trouble's a little easier with this level skippin' trick. Bring up the title screen with the Start/Options selection. Now use Controller Two and press Right, C, and Start simultaneously.

TROUBLE
SHOOTER

A stage selection icon should appear on-screen. Press Right, C, and Start simultaneously to adjust the level number, and press Start to begin your mission. Now blast off!

Edward Diaz, Salt Lake City, UT

S.W.A.T.PRO

TIPS·TACTICS
WORDS

NHL Hockey (Genesis)

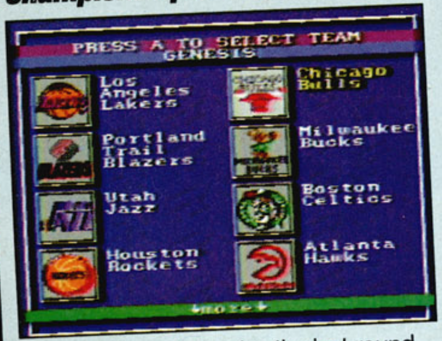
'91 Play-Off Password

Play as the Chicago Blackhawks in a play-off scenario that mirrors the real-life 1991 setup! Simply enter all B's as your password, and hit the ice.

"Sonic" Todd Hargosh, Frostburg, MD

Bulls vs. Lakers and the NBA Playoffs (Genesis)

Championship Passwords!



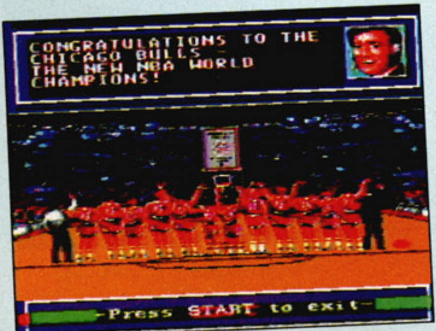
PRESS A TO SELECT TEAM
GENESIS

Los Angeles Lakers	Chicago Bulls
Portland Trail Blazers	Milwaukee Bucks
Utah Jazz	Boston Celtics
Houston Rockets	Atlanta Hawks

more

Type in this code to play the last round as the Bulls against the Jazz:

NXOBBBBL



CONGRATULATIONS TO THE CHICAGO BULLS - THE NEW NBA WORLD CHAMPIONS!

-Press START to exit-

To see the ending ceremonies, use this password:

NXWBBBBD

Billy Yee, Turlock, CA

Super Smash T.V. (Super NES)

Sound & Voice Test!

To enter a Super Smash sound & voice test, bring up the title screen. Next, **press L, R, L, L, and R.** Listen for the phrase **"Bingo"** to indicate the code worked. Then listen to the tunes!

Dwayne A. Brown, New York, NY

Contra III: The Alien Wars (Super NES)

Double Your Firepower

CONTRA III
THE ALIEN WARS TM

1 PLAYER
2 PLAYERS A
2 PLAYERS B
OPTION

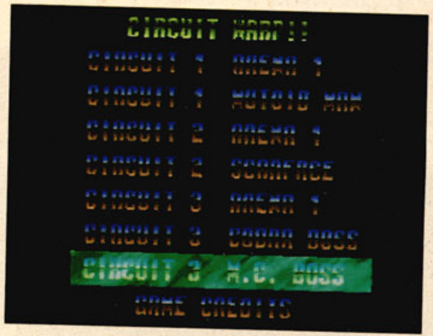
TM AND © 1992 KONAMI CO., LTD.
LICENSED BY NINTENDO

You can increase your damage potential in Contra III. Be sure to use a controller equipped with rapid-fire and grab any two weapons (except the Flame Thrower). Now hold down Buttons B and X to blast the enemies with two guns smokin' simultaneously!

Nico Hunter, Chandler, AZ

Super Smash T.V. (Super NES)

Super Circuit Warp!



CIRCUIT WARP!!
CIRCUIT 1 ARENA 1
CIRCUIT 1 MUTOID MAN
CIRCUIT 2 ARENA 1
CIRCUIT 2 SCARFACE
CIRCUIT 3 ARENA 1
CIRCUIT 3 COBRA BOSS
CIRCUIT 3 M.C. BOSS
GAME CREDITS

Now you can Smash through this 16-bit blowout with a stage select code that enables you to pinpoint your starting position anywhere in the game. **Enter the Options mode and press Right, Right, Up, Down, R, and L.** If the game shouts, **"Bingo,"** the trick worked correctly!

00017030
PAUSE

Now choose the number of players and hit Start to fire up the Circuit Warp screen. You can even skip straight to M.C. Mayhem!

Dwayne A. Brown, New York, NY

Ninja Commando (Neo-Geo)

Double Your Continues

HI
PUSH START

It's easy to increase your life expectancy in a one-player game of Ninja Commando. When you die your final death on Controller One, simply press Start on Controller Two. You'll rejoin the fray with three more continues to your name.

Jon "Game Stomper" Oaks, Boston, MA

ROBOCOP 3™

The name of the game

OCP is sending in Rehab Officers to clear the streets of Old Detroit, making way for the construction of Delta City. When ROBOCOP sees helpless families forced out of their homes as the bulldozers move in, he joins the resistance movement to battle the Rehabs!

Armed with a new multi-weapon arm attachment containing a large-bore cannon and a smart bomb, plus a gyropack for airborne assault capability, ROBOCOP faces a batallion of ED-209's, tanks, heavy artillery and a new adversary, OTOMO. The odds seem impossible, but remember—you're ROBOCOP!

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PICTURES CORPORATION

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ENTERTAINMENT SYSTEM

Nintendo
ENTERTAINMENT SYSTEM

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S.W.A.T.PRO

Top Gear (Super NES)

Pro Passwords!

TOP GEAR
PRESS START
LICENSED BY NINTENDO
© 1992 KEMCO
© 1991 GREMLIN GRAPHICS LTD

Okay, Gearheads, try out Top Gear's Pro Level passwords.

South America:	Four Meg
Japan:	Legend
Germany:	The World
Scandanavia:	Letsrace
France:	Alchemy
Italy:	A Looper
U.K.:	Seasonal

We'll feature the Champ codes next month!

Mercenary Force (Game Boy)

50,000 Yen!

MERCENARY FORCE™

Bring up the title screen, then press Up, Select, A, and B all at once. You'll start with a 50,000 yen bankroll!

Luis Marrero, Carolina, Puerto Rico

Choplifter II (Game Boy)

Passwords!

CHOPLIFTER II™

SCORE
00190

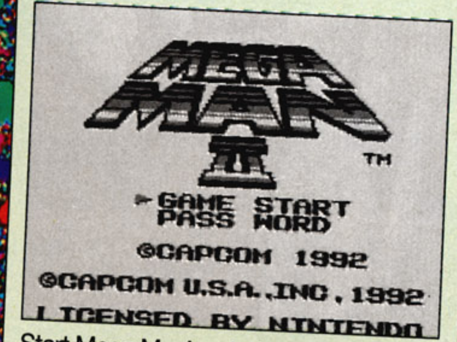
Skim through Choplifter II with the following passwords.

Sector 1-2:	SKYHPPR
Sector 1-3:	LKYBY55
Sector 2-1:	CHPLFTR
Sector 2-2:	BYM5FWR
Sector 2-3:	RGHTHND
Sector 3-1:	GDGMPLY
Sector 3-2:	TRYHRDR
Sector 3-3:	SPRYSK5
Sector 4-1:	CMPTRWZ
Sector 4-2:	CHPYBY5
Sector 4-3:	VRYHPPY
Sector 5-1:	GMBYQZD
Sector 5-2:	LVLYTYZ
Sector 5-3:	GDDYGMZ

Todd Vanderzee, Venison, MI

Mega Man 2 (Game Boy)

Power-Up Password


MEGA MAN II™
GAME START
PASS WORD
©CAPCOM 1992
©CAPCOM U.S.A.,INC.,1992
LICENSED BY NINTENDO

Start Mega Man's mission in Dr. Wily's fortress with a full supply of five energy tanks! Simply enter this password:

A1, A3, A4, B3, C1, C4, D1, D2, D4

Joey Stadler, Poway, CA

Checkered Flag (Lynx)

Cruise Control!

Here's a nifty tip for Checkered Flag. You must select a 7-speed manual transmission for it to work, and hold down Button A (gas) during the entire trick.

1) Drive your Indy car into 6th gear and reach a speed of 179 mph.
2) Now quickly shift into 7th gear, and then immediately shift back down to 6th gear.
3) The speed should now read 180 mph. If not, repeat Step 2.
4) Release A and you'll cruise at max speed without sliding off the track!

David C. Wang, Santa Clara, CA

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SHIFT HAPPENS.

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KEMCO
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Warning: Once you start head-to-head, day-and-night high speed 2-player simultaneous racing with Kemco's brake-squealing, nitro-blasting Top Gear for your Super NES,™ it's almost impossible to stop. **KEMCO**

GHOST LION
KA-BLOOEY
GAME BOY
SPY vs SPY
SUPER NINTENDO

Coming Soon: Look for GHOST LION, Kemco's new RPG for beginners. SPY vs SPY: Operation Booby Trap, the mad mad world for Game Boy. And KA-BLOOEY, the mind-blowing puzzle game.

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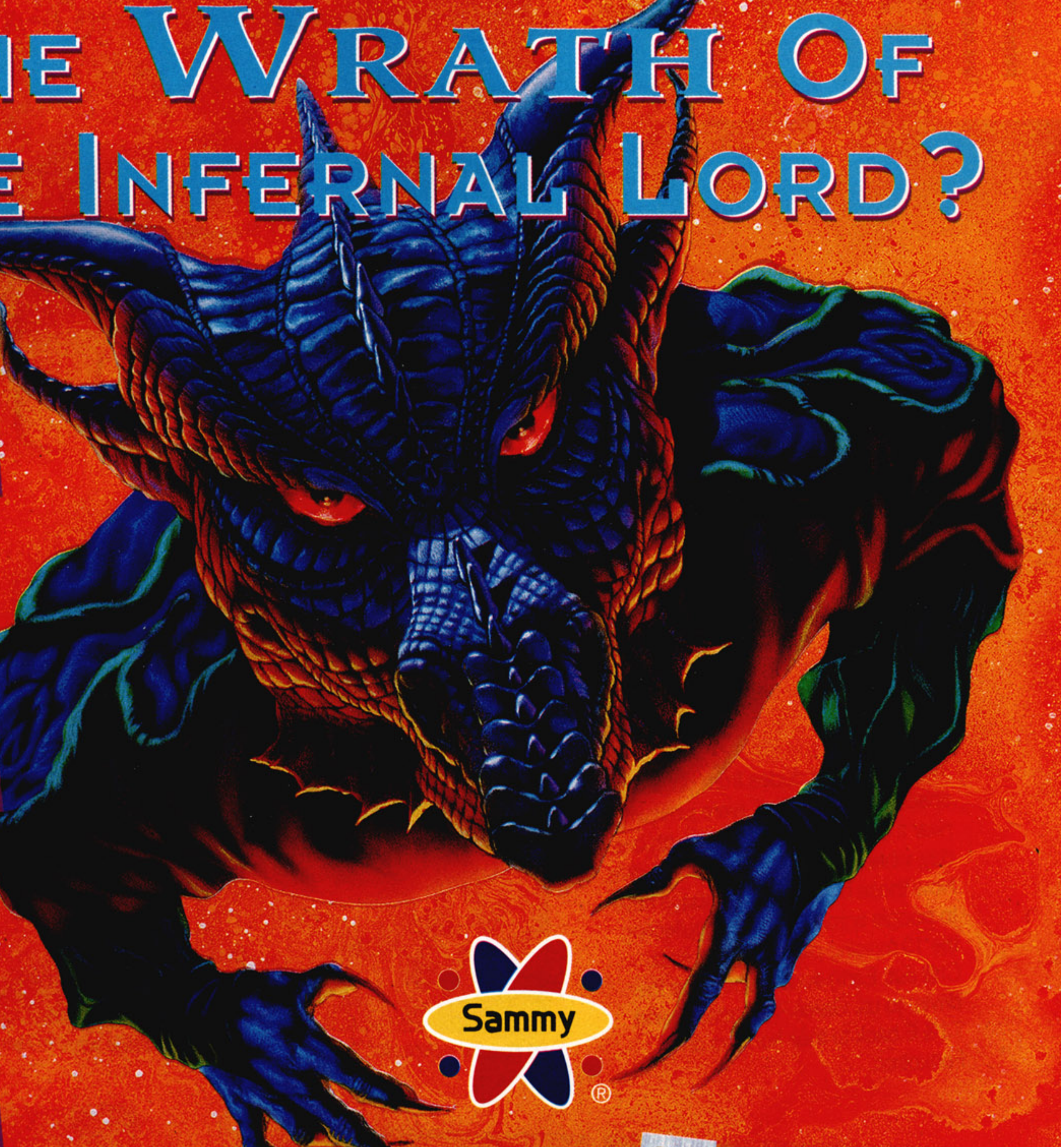
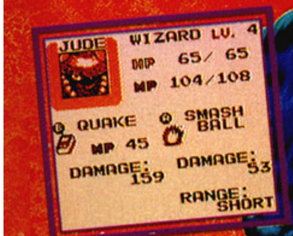
CAN YOU WITHSTAND THE WRATH OF THE INFERNAL LORD?



Battle minions of evil that will overpower your screen!



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MP 104/108
QUAKE SMASH BALL
MP 45
DAMAGE: 159 DAMAGE: 53
RANGE: SHORT

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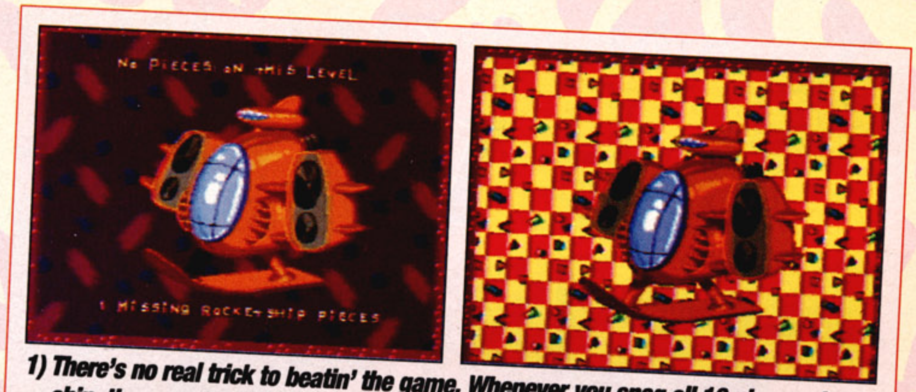


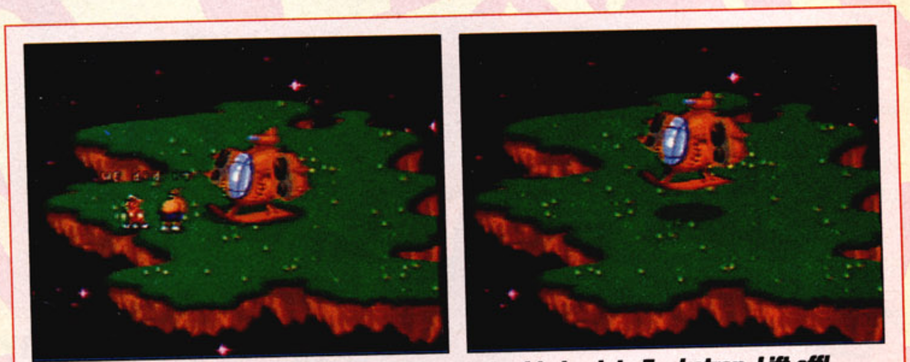
1) There's no real trick to beatin' the game. Whenever you snag all 10 pieces of the ship, the game's over!

ToeJam & Earl

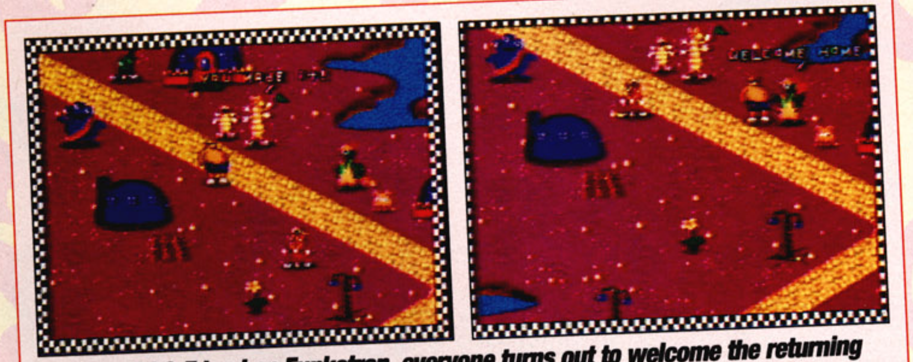
By Speedy Buns

"We were truckin', groovin' to
the funky beat,
When Earl said he'd like a
shot in the driver's seat.
Well Earl's cool, but he's not
coordinated.
But I was feelin' fly, so I
capitulated.
Earl took the wheel and he
busted out a Jam.
I said, 'Yo Earl, get with the
program.'
Earl replied, 'Yo, don't get
annoyed.'
That's when Big Rappin' Earl
hit the asteroid!"

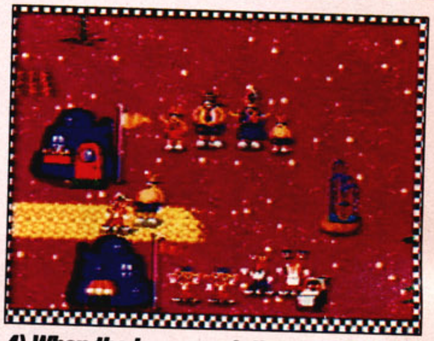
Those two cool dudes from outer space, ToeJam & Earl, were jammin' near a strange planet called Earth one day, when their rocket ship took a dive. Now those bad boys from space have to boogie across the planet collecting the 10 missing pieces of their ship. Chill out, Earth dudes, and leave the drivin' to us. GamePro's gonna send TJ & E back to their homeys on Funkotron.



2) Time to celebrate! The two bros are ready to ride back to Funkotron. Lift off!



3) When TJ & E land on Funkotron, everyone turns out to welcome the returning Funklords home. What makes the ending for ToeJam & Earl definitely cool is that you can explore the entire planet of Funkotron, even go for a swim. Everybody's just hangin', waiting to rap with ToeJam & Earl. Walk up to any Funkotronite and see what they gotta say.



4) When the boys reach the end of Funkotron's yellow brick road, they're home. Mrs. Earl and Mrs. ToeJam are waiting for their two rapmasters, along with a bunch of little TJ & E poindexters. ToeJam & Earl are ready to kick back and chill!

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VEGAS DREAM

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ORDERING INSTRUCTIONS: Send orders to: Play It Again, P.O. Box 6718, Flushing, NY 11365. Attn: Order Dept. **PLEASE PRINT CLEARLY. NO FOREIGN ORDERS** (EXCEPT CANADA SEE BELOW). **Add $4.00 for shipping and handling** on each order: $8.50 for Alaska, Hawaii and Puerto Rico. **NO CREDIT CARDS ACCEPTED. NO. C.O.D. Orders.** New York residents must add appropriate sales tax. Personal check will delay shipment up to three weeks. We ship by United Parcel Service and U.S. Mail. If you order **three or more** cartridges **in one order** and **list alternates for each,** we will pay the shipping (U.S. only). **We reserve the right to refuse any order.** All used cartridges are sold with a **ONE YEAR** limited warranty. We put a (invisible to the eye) numbered code on all cartridges sold. If the cartridge case or chip is tampered with, damaged or abused, warranty will not be honored. Order with confidence.

SHIPPING INSTRUCTIONS: Send games to: Play It Again, Dept. 1B. 67-25B 186 Lane, Flushing, N.Y. 11365. **PLEASE PRINT CLEARLY.** Wrap cartridges securely. Include a list of what you are selling with your name, **address and telephone number**. If you send (5) five or more cartridges at one time we will add $2.00 to the total amount due. Please ship by UPS or U.S. Mail. **Sega Genesis and Sega Master System cartridges must include the complete box**. We will deduct $1.00 for each missing instruction booklet. 50¢ for missing slip case and $5.00 for each missing Sega Genesis box or Super Nintendo box and **$3.00 for each missing Gameboy box**. We deduct $3.50 for any cartridge we have to ship back to you. If your games are not received by December 31, 1992, we will pay you using list #26 effective January 1, 1993. **IN CANADA ONLY** Write to: Microplay, 200 Bank St., Ottawa-Ontario, Canada K2P-1W8,. Phone 613-236-1983. "Note" - Canadian prices are different - write or call first.

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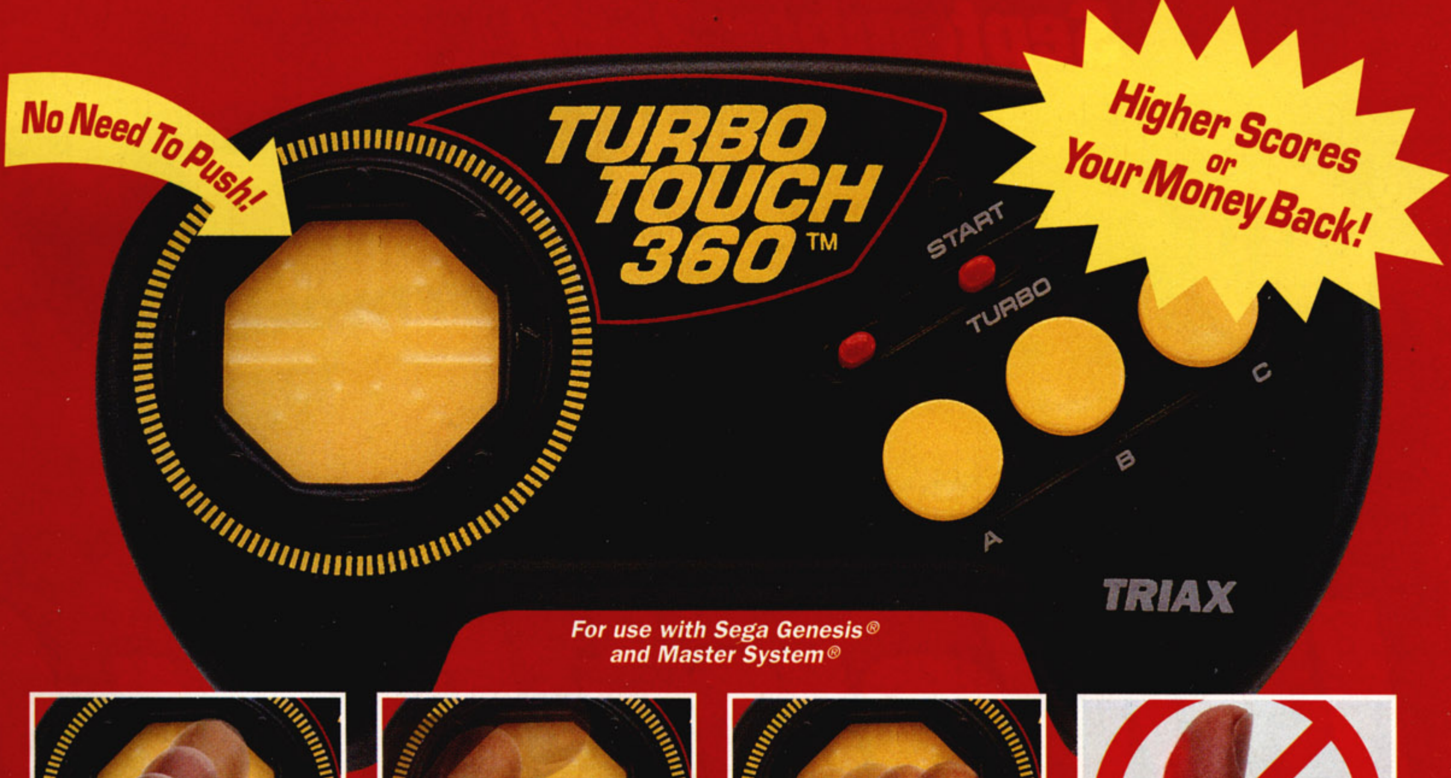
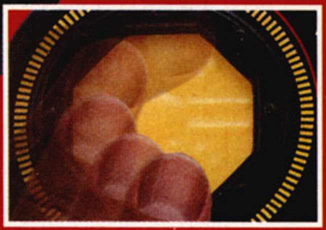
TURBO TOUCH 360™

Technology Break-through in Video Game Control

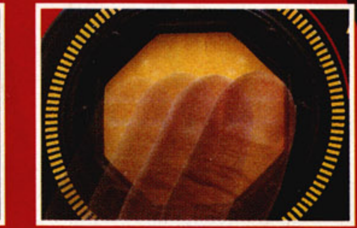


For use with Sega Genesis® and Master System®

Gives you easy diagonal control



Gives you circular control



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No more blisters or "numb thumb"

Extensively consumer-tested with game players, software developers and game reviewers, the Triax Turbo Touch 360 video game controller brings a new dimension of control and comfort to video game playing. It's a breakthrough product, offering the benefit of higher scores and longer play without "thumb fatigue". Just pass your thumb or index finger over the control sensor–you don't have to push down. And, thanks to better diagonal and circular (360°) control, the newest and most challenging games are easier to control and more fun to play. TRIAX is so confident that the Turbo Touch 360 will improve your performance that, if you're not getting higher scores after thirty days, we'll refund your purchase price (see box for details). The Turbo Touch 360 is the right product at the right time.

TURBO TOUCH 360

For use with Super Nintendo Entertainment System®

TURBO TOUCH 360

For use with Nintendo Entertainment System®

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Call 1-800-858-7429 for the name of your nearest Turbo Touch 360 retailer

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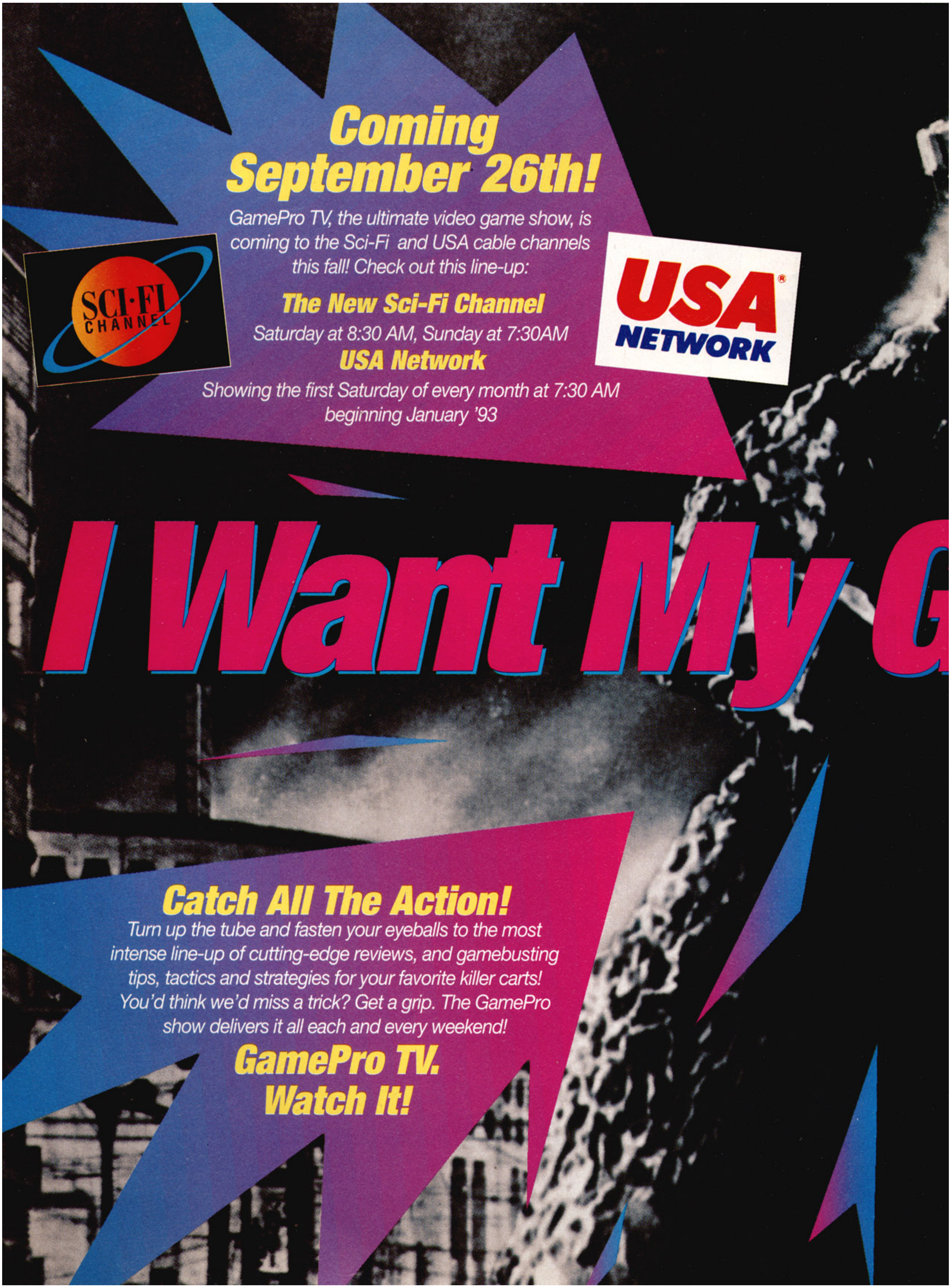


Coming September 26th!

GamePro TV, the ultimate video game show, is coming to the Sci-Fi and USA cable channels this fall! Check out this line-up:

SCI·FI CHANNEL

The New Sci-Fi Channel

Saturday at 8:30 AM, Sunday at 7:30AM

USA Network

Showing the first Saturday of every month at 7:30 AM beginning January '93

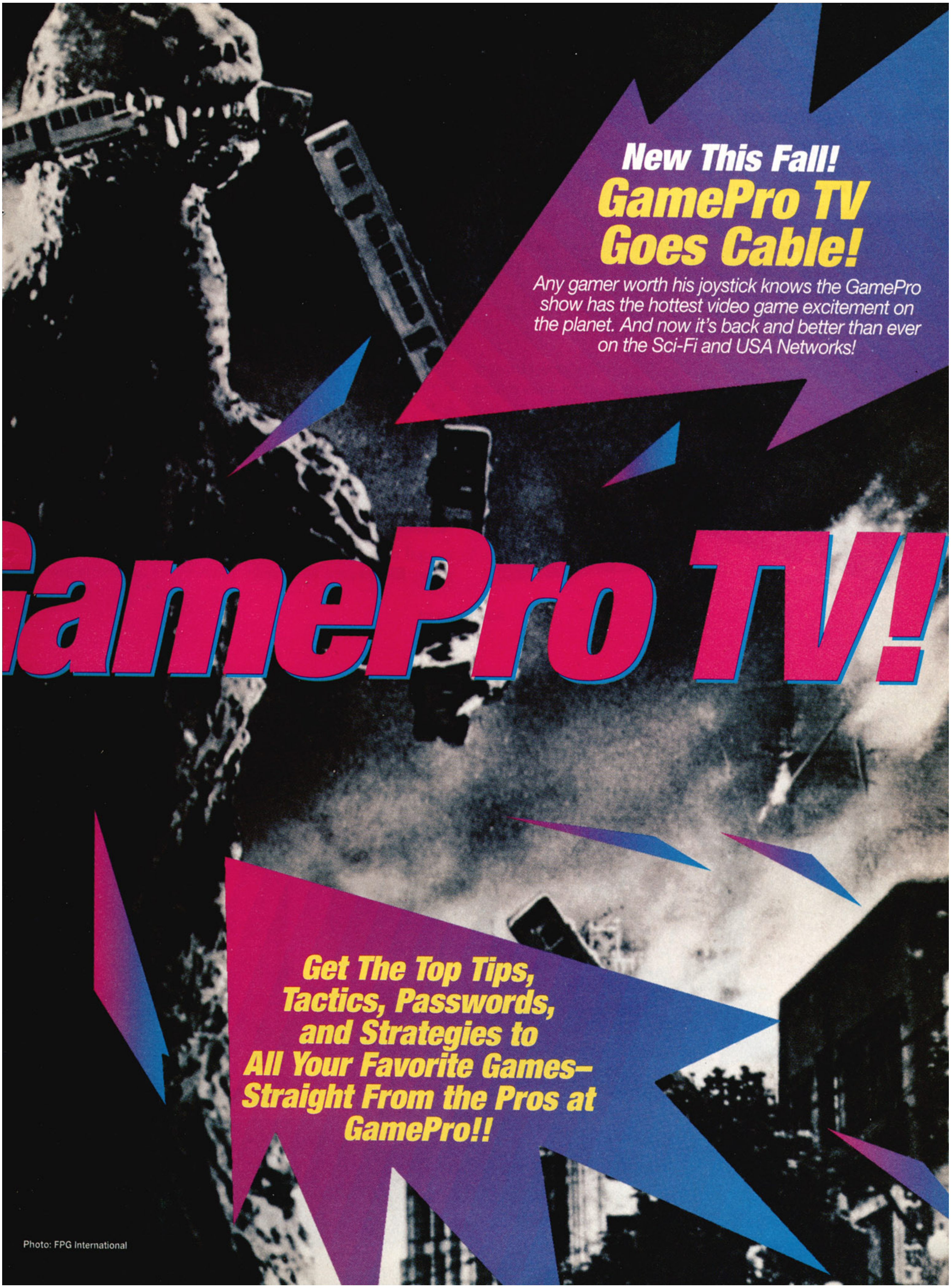
USA® NETWORK

I Want My G

Catch All The Action!

Turn up the tube and fasten your eyeballs to the most intense line-up of cutting-edge reviews, and gamebusting tips, tactics and strategies for your favorite killer carts! You'd think we'd miss a trick? Get a grip. The GamePro show delivers it all each and every weekend!

GamePro TV. Watch It!


GamePro TV!
Get The Top Tips, Tactics, Passwords, and Strategies to All Your Favorite Games–Straight From the Pros at GamePro!!

New This Fall!

GamePro TV Goes Cable!

Any gamer worth his joystick knows the GamePro show has the hottest video game excitement on the planet. And now it's back and better than ever on the Sci-Fi and USA Networks!

Photo: FPG International

PRO Report NEWS

Virgin Teams up With Westwood Associates

Virgin Games recently announced the aquisition of **Westwood Associates**. Westwood, a Las Vegas-based software development house, is best known for their hits **Eye of the Beholder**, **Battletech**, and **Dragon Strike**. Both parties plan to develop multimedia products for all formats, including **Nintendo**, **Sega**, and their CD-ROM systems. Westwood's strong background in role-playing and adventure game categories in tandem with Virgin's experience in publishing promises to create some interesting results. The first product planned is **Fables & Fiends: The Legend of Kyrandia**. This game premieres a fantasy adventure series entitled Fables & Fiends.

It's A Jungle Out There

In other news, **Virgin Games** announced that they've inked a deal with the **Walt Disney Company** for the right to publish video game versions of Disney's animated classic, "The Jungle Book." Virgin plans romps on the various **Nintendo** and **Sega** formats for Mowgli, Baloo, Shere Khan, Louie, and the rest of the jungle gang.

Extended Relations

In good news for gamers everywhere, **Electronic Arts** and **Sega of America** consolidated their relationship with a new multi-year licensing agreement. Under the terms of the new agreement, EA (the leading independent publisher of Genesis software) will continue to devel-

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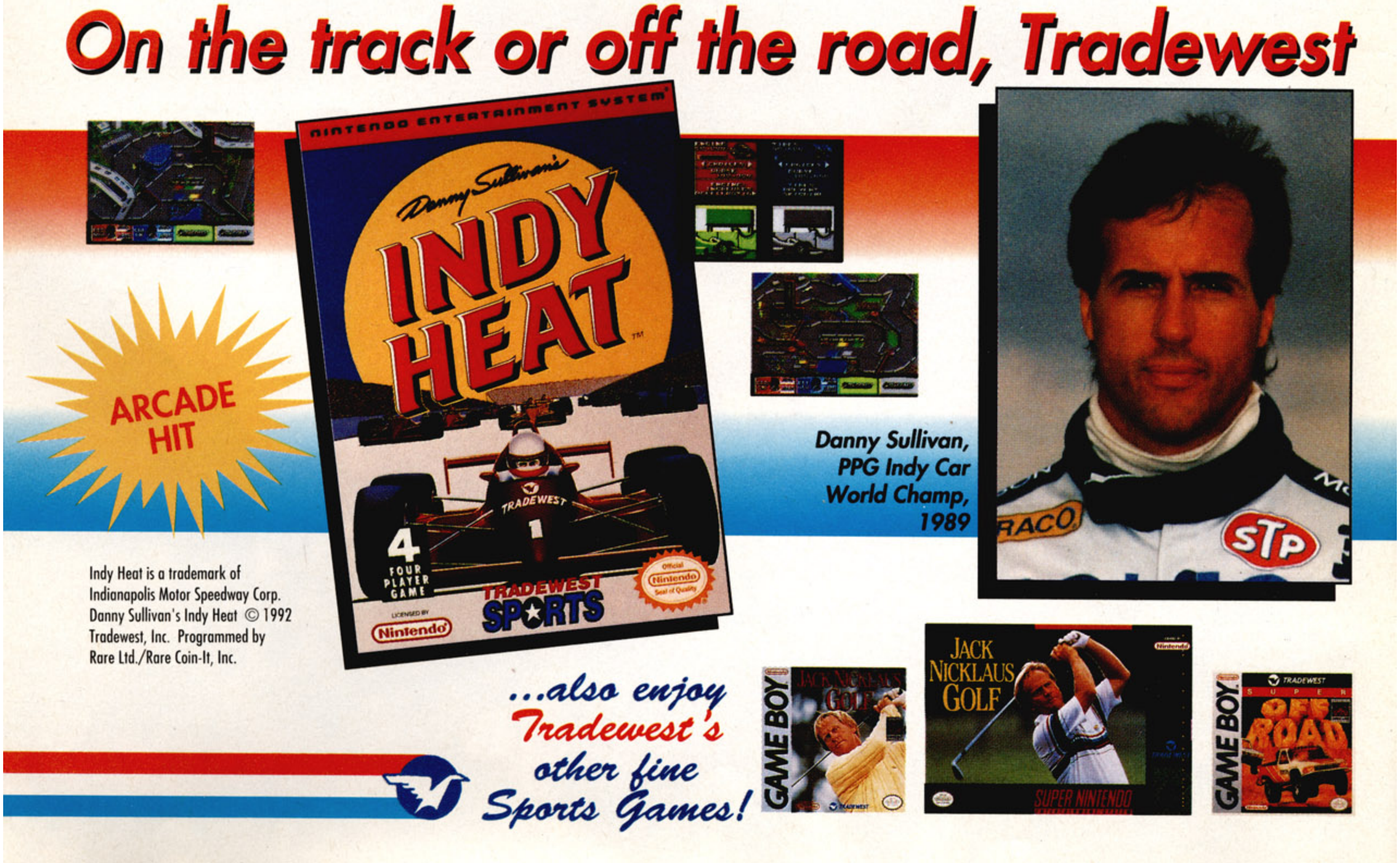

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op and publish cartridges for the Sega Genesis system. Even better, EA is now a licensee for the Sega CD. Knowing EA, there's no doubt we can all look forward to innovative and creative Sega CD products.

In related CD news, EA has announced that they'll distribute CD-ROM titles for six independent CD-ROM publishers. Joining the EA family and the Electronic Arts Distribution Program are Ebook, Humongous Entertainment, ICOM Simulations, NovaLogic, Pop Rocket, and Zelos. The addition of these six companies to the EADP marks EA's clear commitment to pursuing the development of CD-ROM products.

Surf's Up

Sega of America has secured the video game rights to **New Line Cinema's** upcoming film, **Surf Warriors**. Sega plans to surf the pipeline and develop Surf Warriors games for their Genesis, Game Gear, and CD platforms.

The action/comedy flick stars Rob Schneider and Leslie Neilsen. It tells the story of two So. Cal brothers who discover that they're really princes from a South Sea island. When the bros return to the island, one becomes a martial arts expert and the other, like wow, discovers he can predict the future via his handheld video game. They've got to team up to overthrow Colonel Chi, a bad dude who's controlling the island.

In a radical twist, Sega will produce a video game sequence that will appear in the film and in the actual game cartridge. Gnarly, dude!

Do A Good Deed

Kudos to **Sega of America** for their active involvement in a number of different children's charities. They've more than put their money where their mouth is in terms of actively raising funds to benefit some great organizations. Now they're taking it one step further with the establishment of the **Sega Youth Education and Health Foundation Charitable Trust**.

The Trust, which will address critical educational and health needs of American children, plans to focus on programs in four areas: national education and health development organizations, student scholarships, regional youth education and health programs, and local San Francisco Bay Area youth charities. **The George Lucas Educational Foundation** was the beneficiary of the Trust's initial $250,000 grant. The Foundation researches ways to integrate interactive multimedia technologies with teaching and learning.

The Trust was initially funded by a $3 million donation from Sega of America and **Sega Enterprises**, Ltd. Continued funds for the Trust will come via the sales of Sega video game cartridges in the U.S. That means that every time you buy a Sega cartridge, you're also doing a good deed! Cool!

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puts YOU in the driver's seat...
ARCADE HIT
Nintendo
SUPER OFF ROAD
SUPER NINTENDO
Ivan Stewart, SCORE International Overall Off Road Champ, 1990
TRADEWEST SPORTS
...with the best racing games in the business.

The New Dynamic Duo

Batman keeps returning. This time around, the Caped Crusader's all snarled up with the Lynx. Until October 12th, anyone who purchases **Atari's** Lynx color portable system will receive a free **Batman Returns** game via a special mail-in coupon received either on the Lynx box or at the point of purchase. The Lynx retails for $99.99 (base unit only) or $129.99 (base unit, California Games game cartridge, Comlynx multi-player cable, carrying pouch, and batteries). The offer's good with either version of the Lynx.

Home Systems Hit the Road

Three home game systems have shrunk down into a new portable machine by **Active Enterprises**. Dubbed the **Action Game Master**, the unit sports a flip-up, 3.5 inch color screen and a back-loading cartridge port. Planned for Fall release, the base system will sell for $159.00. Adaptors that enable gamers to use the unit to play Nintendo, Super NES, and Genesis cartridges will be sold separately for $50 – $70 each. Active Enterprises also plans to contract third-party publishers to develop Game Master-specific software. A CD-ROM attachment is also in the offing.

Galoob's Wish Is Granted

This past July, **Lewis Galoob Toys**, maker of the Game Genie Video Game Enhancer for the NES, was awarded a $15 million judgement against **Nintendo of America**. The money represents compensation for lost profits during the time period from June, 1990 through July, 1991. During this time, Galoob and its Game Genie licensor partners (**Codemasters** and **Camerica**) were barred from selling the Genie. Galoob was enjoined from selling the Game Genie when Nintendo of America brought litigation against them for infringement. Nintendo's lawsuit was unsuccessful.

In other Genie news, Galoob plans to grant gamers more wishes with the Genesis and Game Boy Game Genies (See GamePro, September '92).

Toadally Cool Toys

You knew it was bound to happen. First there was the **Battletoads** video game. Then came the animated cartoon series. What next? Bendable action figures, of course! That's right, affable amphibians Zitz, Pimple, and Rash are making their debut as 5-inch bendable, poseable toys, courtesy of **Just Toys**. That makes us very hoppy.

Nick at Night

OK, so we know GamePro's your favorite video game show. Since it's not on 24 hours a day, we thought we'd better let you know about another cool game show. **Nick Arcade** is a game show for game players. Two opposing teams compete in different video and arcade game challenges for cash and prizes. The show's on five nights a week on the Nickelodian channel. Check it out!

Race America Contest Winners

Here are the winners of the 1992 Race America Contest:

First Prize:

Lydia Urie
Orem, UT

Second Prize:

Vilma Abquina
Houston, TX
Anjuli Becker
Houston, TX
Valini Both
Houston, TX
Helen Buscher
Walnut, CA
Ulysses Gulley
Montgomery, AL
Pat Woods
Sacramento, CA

Third Prize:

Patti Benton
North Chicago, IL
Devika Brooks
Alief, TX
David Clark
Dayton, TX
Pam Cornelius
Ft. Worth, TX
Judy Delonis
Noble, OK
Laura Fieker
Tuttle, OK
Deborah Gambrell
Jonesboro, GA
Peter Gennuso
Athens, GA
Jeremy Harbin
Ada, OK
Mark Howlin
Philadelphia, PA
Lee Jahnke
Milwaukee, WI
Jonathan Jones
Mount Airy, NC
Gwen Little
East Alton, IL
Jesse Martin
Wichita Falls, TX
Curtin McCartney
California, KY
Janice Milliken
San Francisco, CA
Keith Morphis
Woodland Hills, CA
Alberto Nova
Los Angeles, CA
Judy Rogers
Knoxville, TN
Joan Sellin
Milwaukee, WI
Jeannie Sloan
Savannah, TN
Gus Sievert
Kansas City, MO
Dan Strong
Salt Lake City, UT
Chris
Panama City, FL

Top 10 Video Game Rentals

Nintendo

1. Yoshi
2. Teenage Mutant Ninja Turtles III - The Manhattan Project
3. Tiny Toon Adventures
4. Baseball Stars II
5. Darkwing Duck
6. Tecmo Super Bowl
7. Gold Medal Challenge '92
8. Ferrari Grand Prix Challenge
9. Greg Norman Power Golf
10. King's Quest V

Super Nintendo

1. Street Fighter II
2. Teenage Mutant Ninja Turtles IV
3. Top Gear
4. Super Battletank
5. Legend of Zelda - Link to the Past
6. Krusty's Super Fun House
7. Simpsons: Bart's Nightmare
8. Contra III - The Alien Wars
9. Super Adventure Island
10. Roger Clemen's MVP Baseball

Sega Genesis

1. Taz-Mania
2. Evander Holyfield Real Deal Boxing
3. Olympic Games
4. Bulls vs. Lakers & The NBA Play-Offs
5. Sports Talk Baseball
6. Desert Strike
7. Splatterhouse 2
8. Terminator
9. Simpsons: Bart vs. The Space Mutants
10. Chuck Rock

This information was provided exclusively to GamePro Magazine courtesy of Blockbuster Video.

DAWN PATROL

FRANCE
GERMAN TRENCHES IN BLUE

Frigid air buffets your face as you
fly through the war torn skies of France. From the east you see movement:
an enemy patrol. You adjust your goggles and slam the throttle open.
You know you can take them.

Wings 2 - Aces High plunges you into the swirling air battles of World War I. Join an elite squadron of the Royal Flying Corps and take off on three different missions. Sweep in low with blazing machine guns on deadly strafing missions. Shatter enemy installations on charged bombing runs. Clear the skies in desperate dog fights. Precise play control brings the feeling of flight to the Super Nintendo Entertainment System. We've got the gear if you've got the guts!

- Smoking digitized graphics.
- Passwords keep you close to the boiling action at the front.

namco
WINGS 2
SUPER NINTENDO

namco

NAMCO HOMETEK INC. 3255-1 Scott Blvd. Suite 102, Santa Clara, CA 95054-3013

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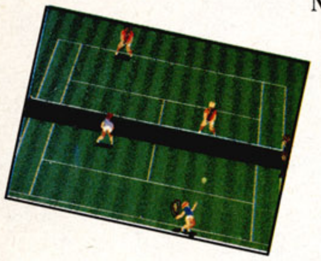
Jennifer Capriati Tennis and Genesis. A Great Match.

Jennifer Capriati

THE SYDNEY OPEN

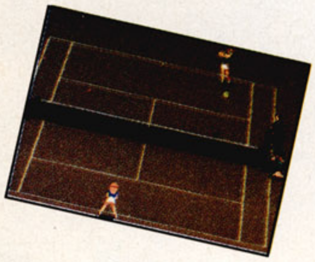
Jennifer Capriati is one of the brightest prospects in professional tennis today. Her combination of power, stamina and intelligence the past two years has taken her a long way in many top world tournaments. This year holds even more opportunities for Jennifer, and she's only 16!



Now she has teamed up with Renovation for the first tennis video game for the Sega Genesis system. All the realism of professional tennis is here, from the overhead smash to an ace serve. Play as Jennifer in exhibition singles and doubles matches or take her to the top in the circuit tournaments. You can even risk trying to beat Jennifer with a choice of up to 24 different players, or 8 you can create yourself.

COURT SELECT

What a great match: Jennifer Capriati, Sega Genesis and Renovation Products. See you at Courtside!



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RENOVATION PRODUCTS™

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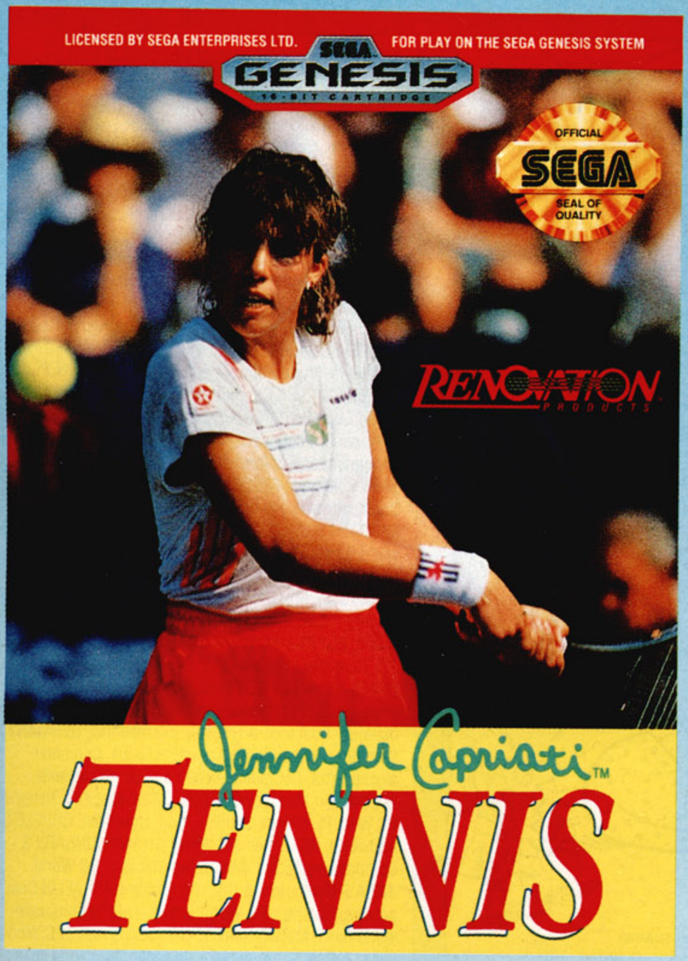

Enter the Jennifer Capriati Tennis Champions '93 Contest and See A Great Match.

Olympic gold medal winner Jennifer Capriati brings together some of the best players in the world to challenge you with power serves, baseline thunder, net volleys and exciting point rallies. All the realism of tennis is here, from the skid of a backhand shot past your opponent to the overhead smash for the match. Even create your own players for the circuit tournaments or just a quick exhibition match to build up your skills. And don't forget doubles because teamwork is always important in professional sports. Looking for a great match of tennis? It's right here in Jennifer Capriati Tennis, from Renovation Products for the Sega Genesis system.

RENOVATION PRODUCTS™

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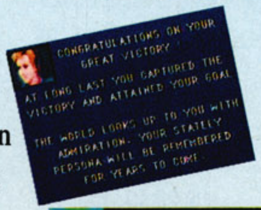

CONGRATULATIONS ON YOUR
GREAT VICTORY!
AT LONG LAST YOU CAPTURED THE
VICTORY AND ATTAINED YOUR GOAL
THE WORLD LOOKS UP TO YOU WITH
ADMIRATION. YOUR STATELY
PERSONA WILL BE REMEMBERED
FOR YEARS TO COME.

GRAND SLAM
JENNIFER CAPRIATI TENNIS

NEXT CHALLENGE ..

GRAND SLAM..

What Gamers May Win:

GRAND PRIZE — One (1) all expense paid trip for two (2) to see Jennifer Capriati play in a tournament to be determined by Jennifer Capriati. Also included in the prize is a special meeting and autograph session with Jennifer, plus two (2) Renovation Products T-shirts.

FIRST PRIZE — One (1) free game cartridge from Renovation Products to fifty (50) lucky entrants in the Jennifer Capriati Tennis Champions '93 Contest.

SECOND PRIZE — One (1) free Renovation Products 100% cotton T-shirt to five-hundred (500) lucky entrants.

How To Enter:

To qualify for the Champions '93 Contest, participants must win all four tournaments in Jennifer Capriati Tennis. When a player has won the complete circuit, a champions screen will be displayed with the statement "Congratulations on your great victory!" followed by the closing credits listing the creative designers behind Jennifer Capriati Tennis, plus a special option password. A photo of any of these screens will be accepted as proof of winning the circuits.

To enter, fill in the form or print your name, address, phone number, age and the words "Jennifer Capriati Tennis Champions '93 Contest" on a 3" x 5" card. Then mail your entry form along with a photo of your winning TV screen to: Renovation Products, P.O. Box 641357, San Jose, CA 95164-1357. All prizes will be awarded to qualifying entries in the order they are chosen.

Contest Rules:

This contest is sponsored by Renovation Products and National Mailing Service. Only one entry per person. No purchase necessary to enter. Winners will be notified by mail. Chances of winning are determined by the total number of entries received. Contest ends January 31, 1993. All entries must be postmarked by this date. Only valid in U.S.A. Void where prohibited. Employees of National Mailing Service, Renovation and their families are ineligible to enter. National Mailing Service and Renovation reserve the right to cancel this promotion at any time with appropriate notice. Winners' names and prize information may be used by National Mailing Service and Renovation for promotional or advertising purposes without further compensation.

You can buy your RENOVATION games at Toys 'R' Us, Babbage's, Electronics Boutique, Software Etc. and other fine retailers. RENOVATION games are also distributed by Ingram/Commtron. Order games direct by calling 1-800-677-4336.

Fill out coupon and mail to: Renovation Products
Jennifer Capriati Tennis Champions '93 Contest
P.O. Box 641357 • San Jose, CA 95164-1357

Name ______________________ **Age** ____
Address ______________________
City ____________ **State** ____________
Zip ____________ **Phone** ____________

Did You Remember
Your T.V. Screen Photo?

RENOVATION PRODUCTS™

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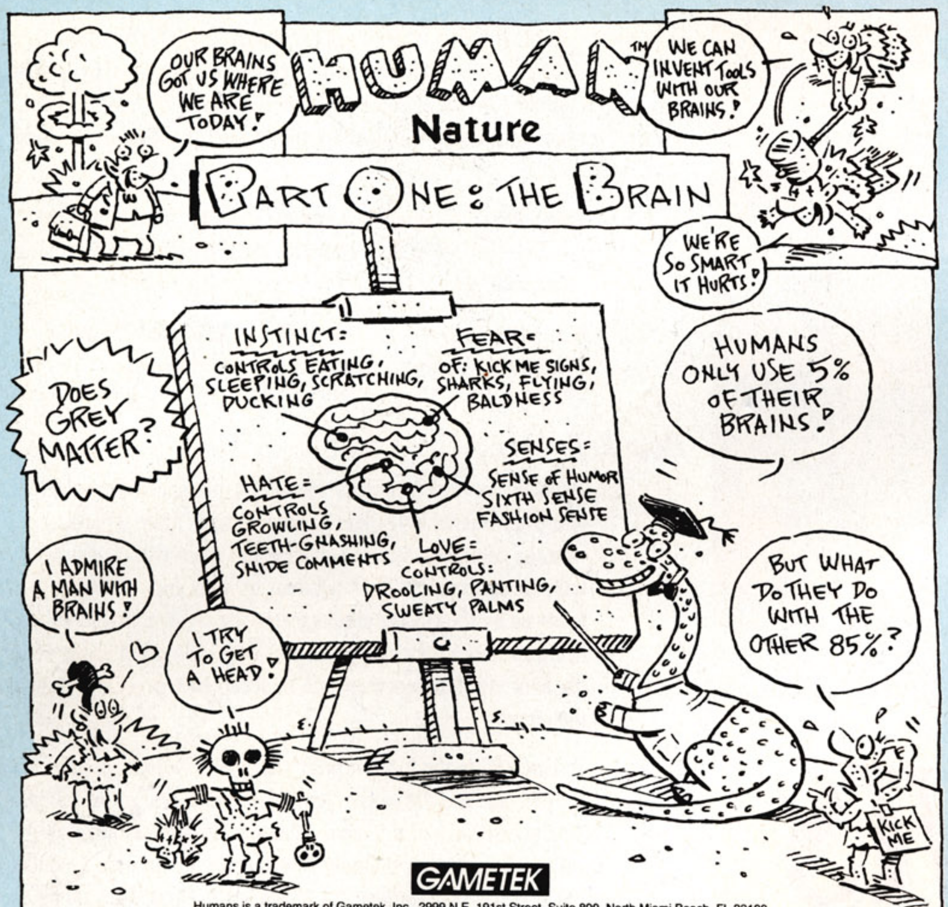
OUR BRAINS GOT US WHERE WE ARE TODAY!
HUMAN™ Nature
WE CAN INVENT TOOLS WITH OUR BRAINS!
PART ONE: THE BRAIN
WE'RE SO SMART IT HURTS!
DOES GREY MATTER?
INSTINCT: CONTROLS EATING, SLEEPING, SCRATCHING, DUCKING
FEAR: OF: KICK ME SIGNS, SHARKS, FLYING, BALDNESS
SENSES: SENSE OF HUMOR SIXTH SENSE FASHION SENSE
HATE: CONTROLS GROWLING, TEETH-GNASHING, SNIDE COMMENTS
LOVE: CONTROLS: DROOLING, PANTING, SWEATY PALMS
HUMANS ONLY USE 5% OF THEIR BRAINS!
I ADMIRE A MAN WITH BRAINS!
I TRY TO GET A HEAD!
BUT WHAT DO THEY DO WITH THE OTHER 85%?
KICK ME
GAMETEK

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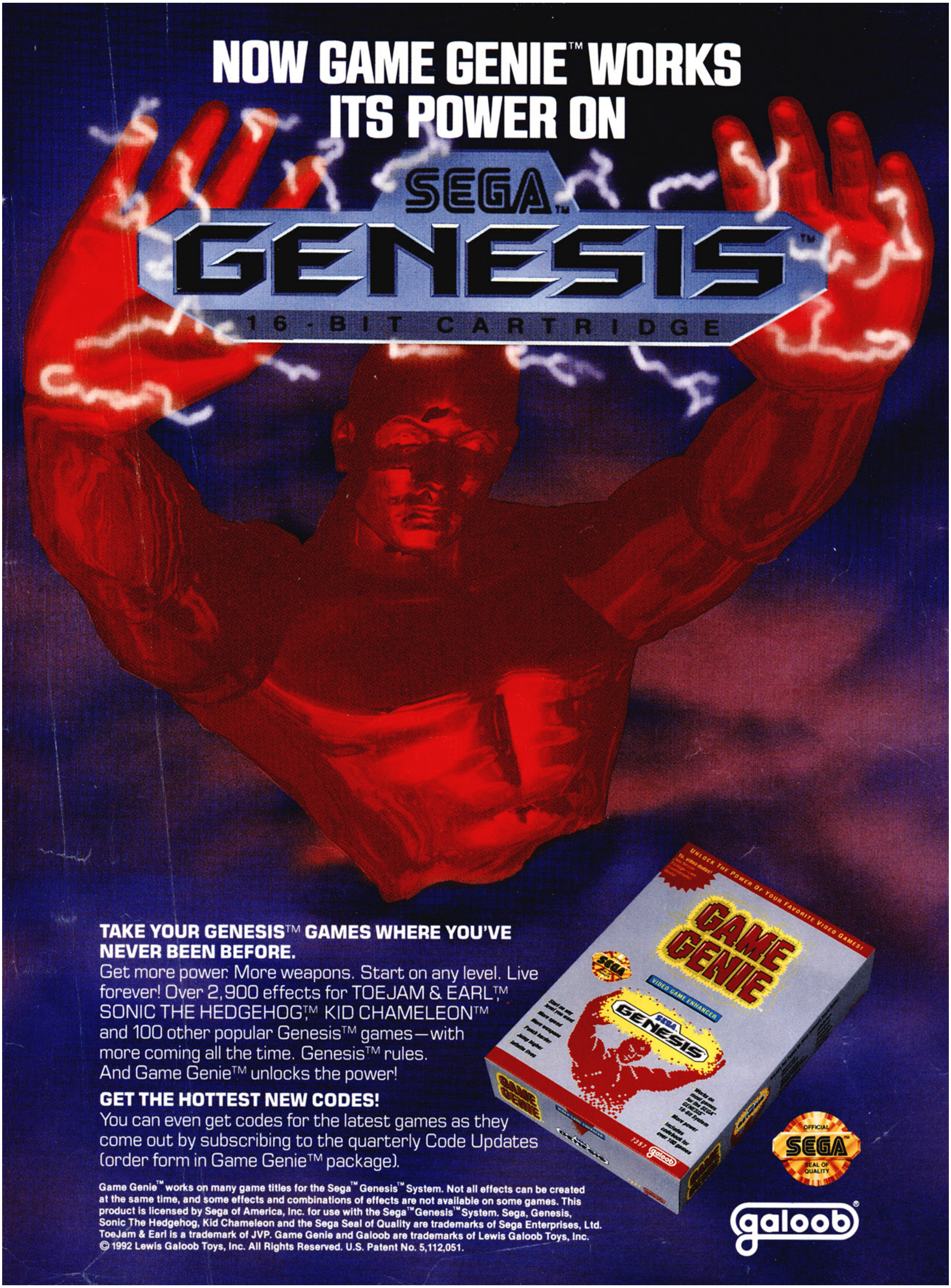
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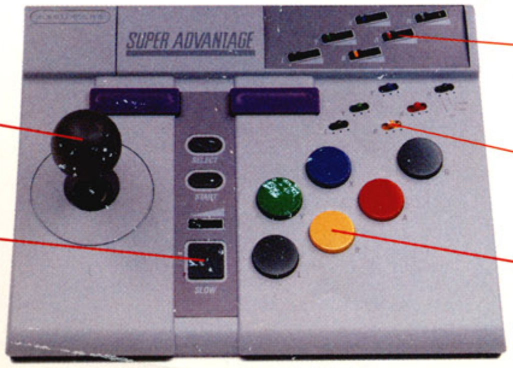

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